

GAMER

Sid Meier's Civilization

15th October 2026



Franchise Special

Time Line



1991 Civilization

1994 Colonization

1995 CivNet

1996 Civilization II

1999 Alpha Centauri

2001 Civilization III

2005 Civilization IV

2006 CivCity: Rome

2008 Civilization Revolution

2008 Civilization IV: Colonization

2010 Civilization V

2014 Civilization: Beyond Earth

2014 Civilization Revolution 2

2016 Civilization VI

2025 Civilization VII

Sid Meier's Civilization



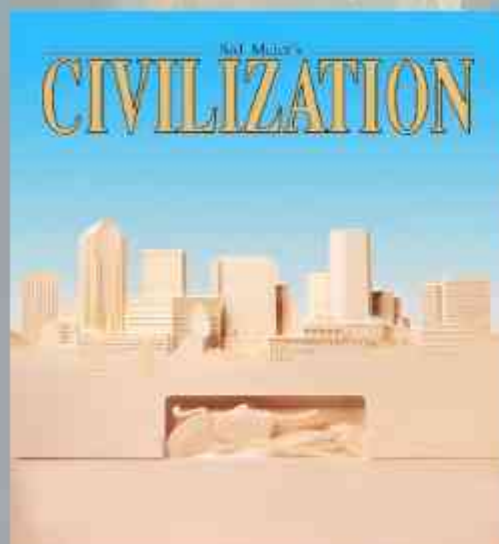
1991 Civilization

Ah, the year it all started.

1991 marked the birth of Sid Meier's Civilization, a legendary release by MicroProse that single-handedly defined the "4X" subgenre of strategy gaming: Explore, Expand, Exploit, and Exterminate.

Originally launching for MS-DOS, it handed players the reins of a historical tribe in 4000 BC and dared them to guide it through the millennia into the space age.

Sid Meier's Civilization



1991 Civilization

Why the 1991 Original Was Revolutionary The Tech Tree: It introduced a complex, branching Technology Tree.

Deciding whether to rush toward Pottery for population growth or Iron Working for legions fundamentally shifted your grand strategy.

Multiple Paths to Victory: You didn't just have to conquer the map by brute force.



Sid Meier's Civilization



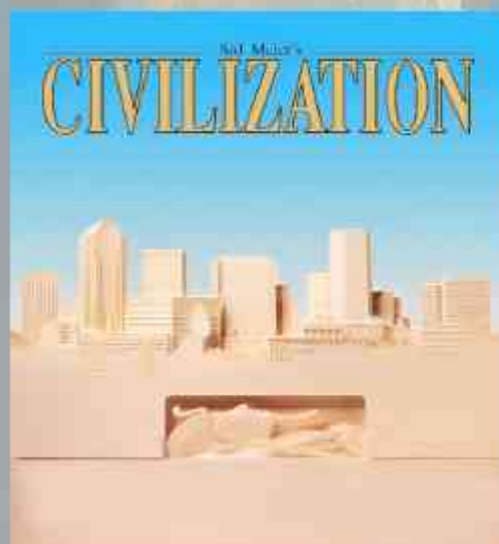
1991 Civilization

You could win a scientific victory by successfully launching a spaceship to Alpha Centauri.

The "One More Turn" Syndrome: By neatly looping city management, exploration, and discovery, the game created a psychological feedback loop that kept players up until sunrise.



Sid Meier's Civilization



1991 Civilization

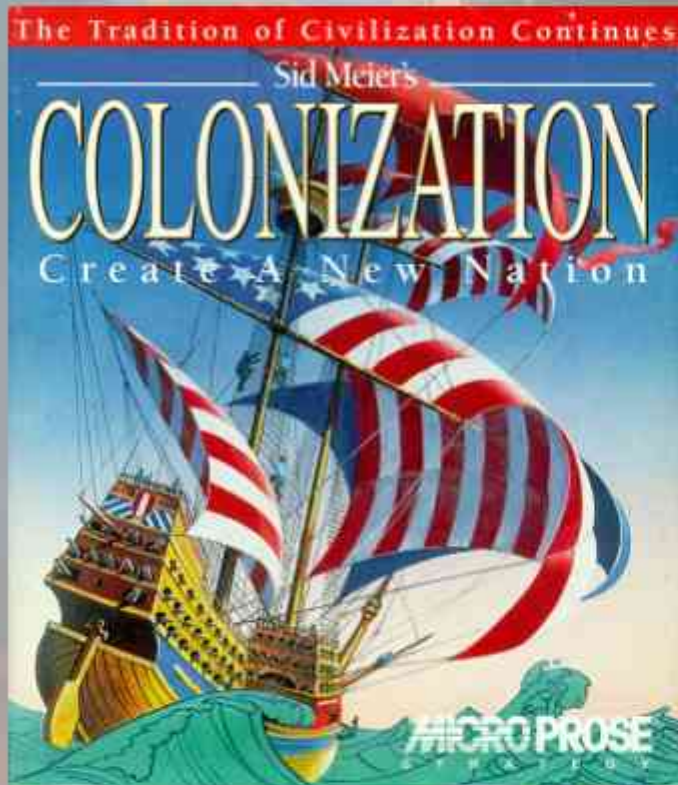
Nuclear Gandhi: The original game inadvertently birthed one of gaming's most famous urban legends aggressive, nuke-happy threat in the late-game.

That lone 1991 MS-DOS title laid the bedrock for a massive franchise spanning over three decades of mainline sequels, spin-offs, and board games.



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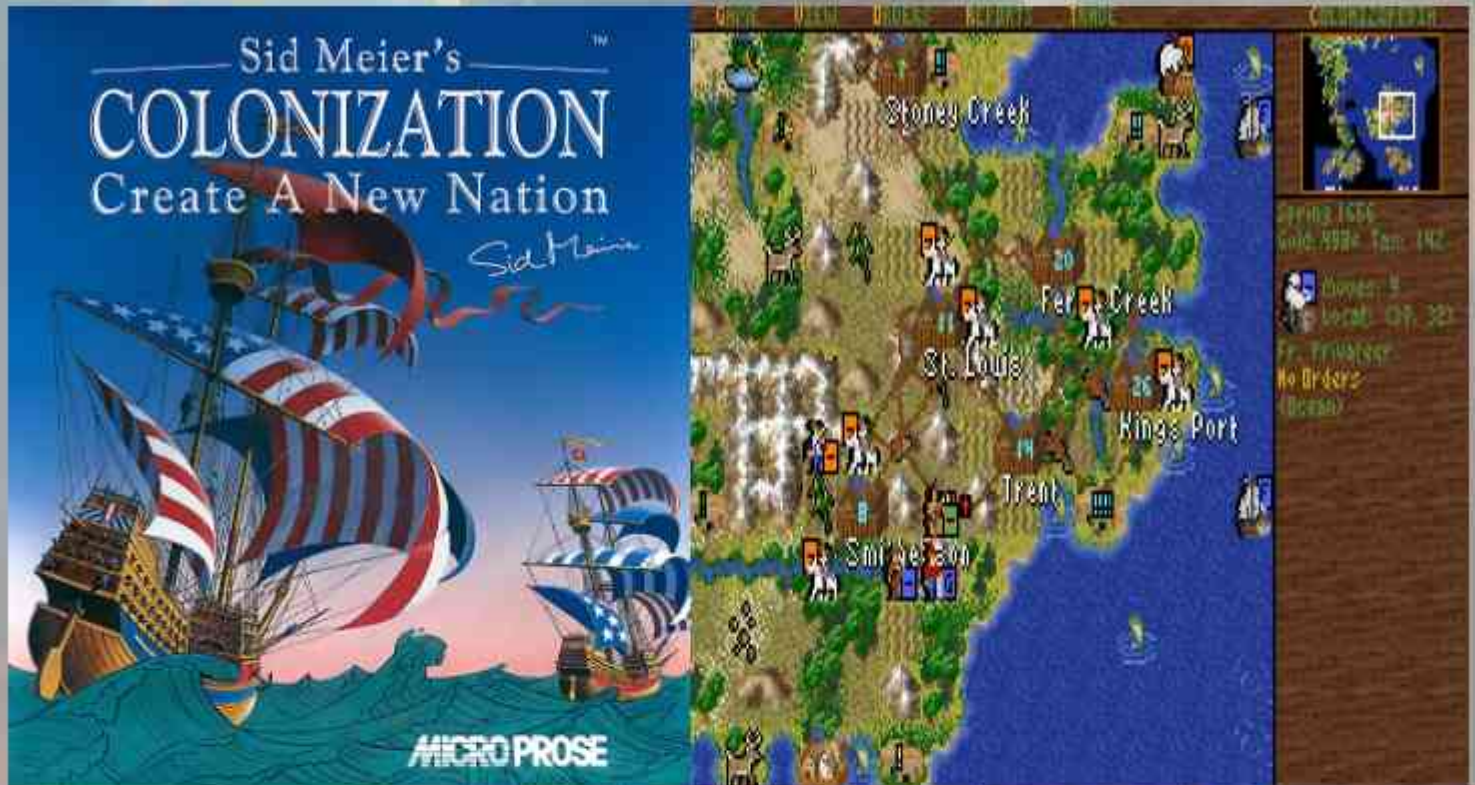
1994 Colonization

Three years after taking players on a journey across all of human history, MicroProse narrowed its focus.

Designed by Brian Reynolds and Sid Meier, 1994's Colonization took the engine and iso metric perspective of Civilization and applied it to a intense, highly focused historical simulation: the European colonization of the Americas.

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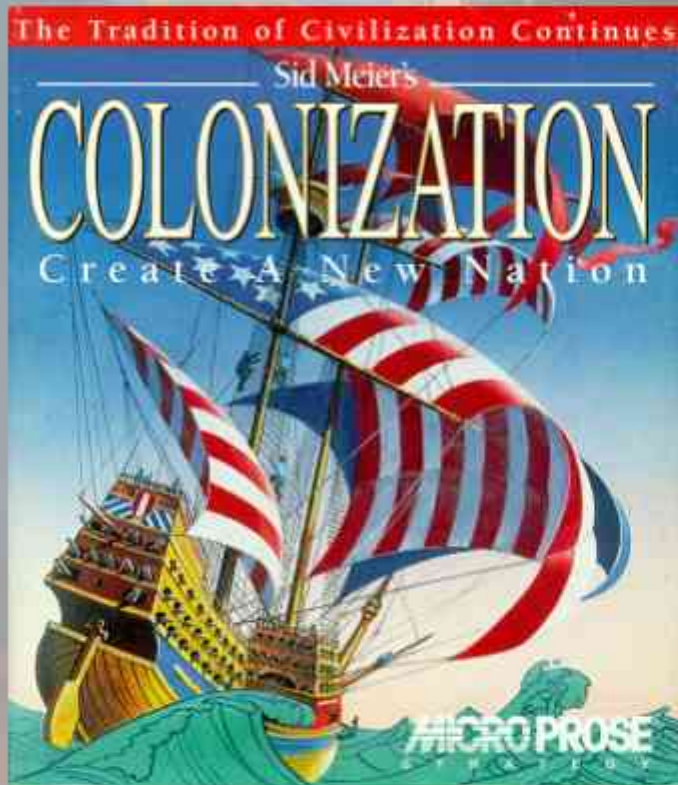
1994 Colonization

Instead of steering an empire across millennia, you chose one of four European powers (England, France, Spain, or the Netherlands) starting in 1492.



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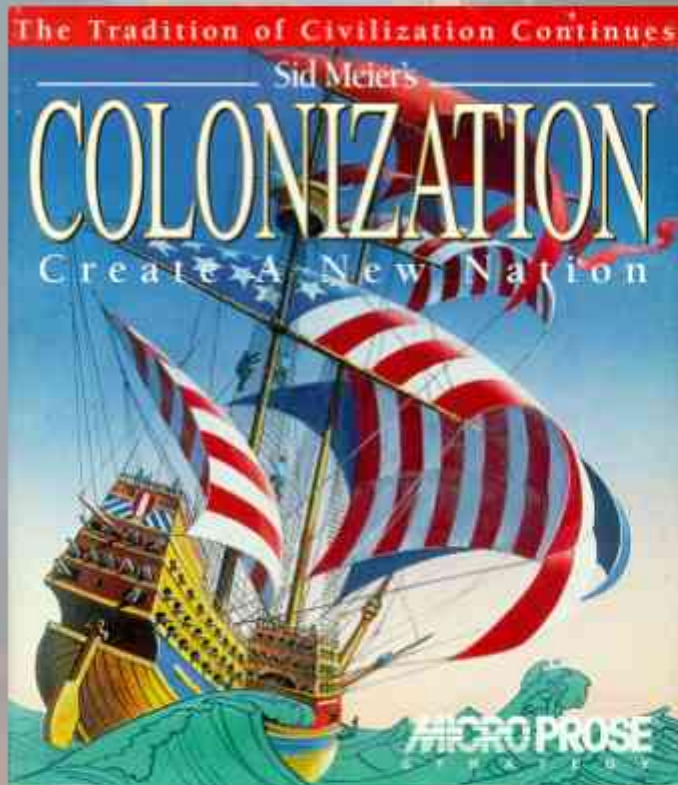
1994 Colonization

Instead of steering an empire across millennia, you chose one of four European powers (England, France, Spain, or the Netherlands) starting in 1492.



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1994 Colonization

Your goal wasn't to conquer the globe or race to space—it was to build up a self-sustaining economy, manage complex relationships with Indigenous nations and European rivals, and ultimately declare independence from your home country.

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1994 Colonization

How it Differed from Civilization

While it looked familiar on the surface, Colonization swapped out Civ's grand scope for granular depth: Micro-Managed Economy: Raw goods like sugar, tobacco, cotton, and fur had to be harvested, processed into luxury goods (like rum, cigars, and coats) by specialized citizens, and shipped back to Europe for profit.

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1994 Colonization

The Continental Congress: Instead of a sprawling tech tree, players earned "Liberty Bells" by promoting freedom in their colonies.

This allowed them to elect founding fathers (like Benjamin Franklin or Pocahontas) to the Continental Congress, unlocking permanent, game-changing bonuses.

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1994 Colonization

Specialized Citizens: In Civ, a citizen was just a number.

In Colonization, individuals mattered. You could train a criminal to become an expert lumberjack, send a free colonist to a Native village to learn how to cultivate tobacco, or recruit a veteran soldier from the homeland.

The Endgame Rebel War: The ultimate victory required declaring independence.

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1994 Colonization

Doing so triggered a brutal final war against your mother country's massive, high-tech Royal Expeditionary Force.

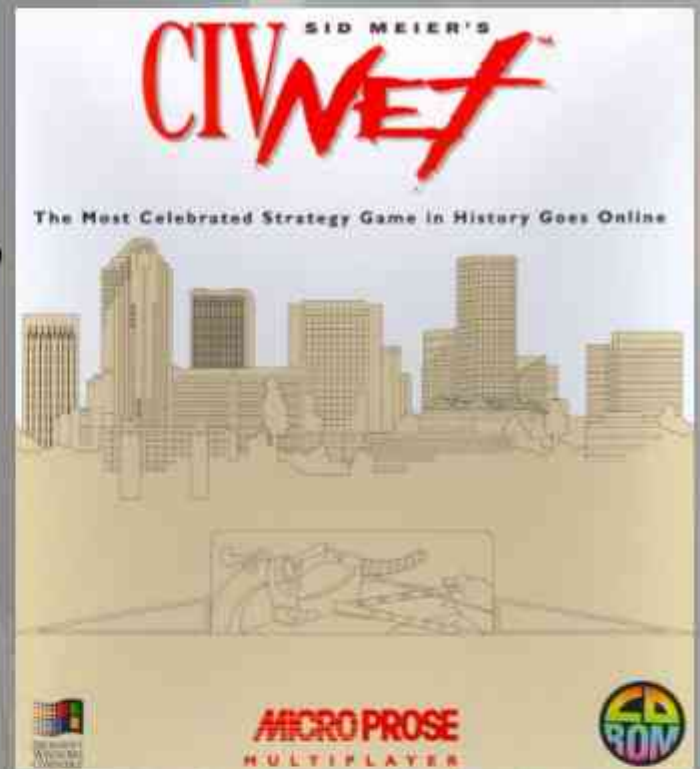
Because it demanded meticulous supply chain management and deep economic strategy, many hardcore strategy fans argue that Colonization features some of the tightest, most rewarding mechanics MicroProse ever produced.

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1995 CivNet

**Released by
MicroProse in 1995,
CivNet (short for
Sid Meier's CivNet)
was a milestone
release for fans of
the turn-based
strategy genre.**



**It wasn't a brand-new sequel, but
rather a specialized remake of the
original 1991 Sid Meier's Civilization
built from the ground up for Windows
95.**

**Its primary purpose? Bringing the
legendary "One More Turn" formula
into the internet age.**

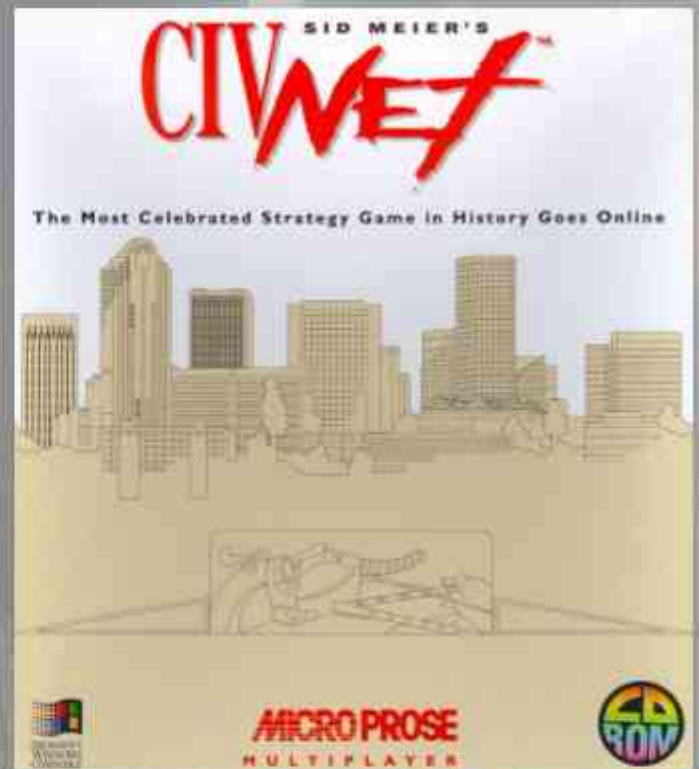
**### What Made It Unique Online
Multiplayer: Before CivNet, playing
Civilization with another human
required physically crowding around
the same keyboard ("hotseat").**

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1995 CivNet

CivNet introduced simultaneous and sequential turn-based multiplayer over local area networks (LAN), early dial-up internet, modems, and serial cables.



Simultaneous Turns: To keep multiplayer from grinding to a halt while waiting for other players, MicroProse added a "simultaneous movement" option where everyone could move their units at the same time.

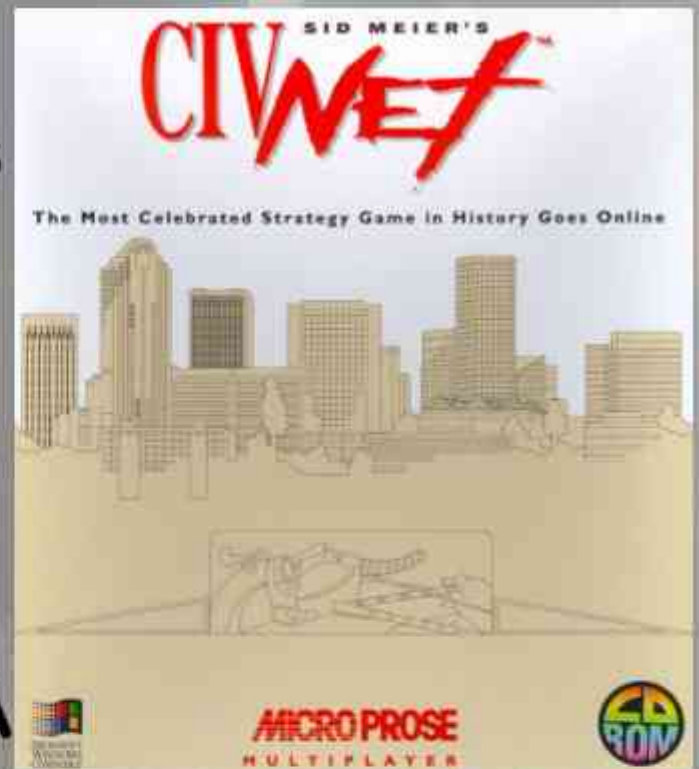


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1995 CivNet

Upgraded Graphics
& Sound: It replaced the original MS-DOS version's 16-color or 256-color VGA palette with a cleaner 16-bit SVGA graphical style native to Windows 95, alongside a revamped sound system.



Map Editor: It shipped with a built-in map and world editor, allowing players to design custom continents and scenarios to challenge their friends.

Why It's a Forgotten Gem

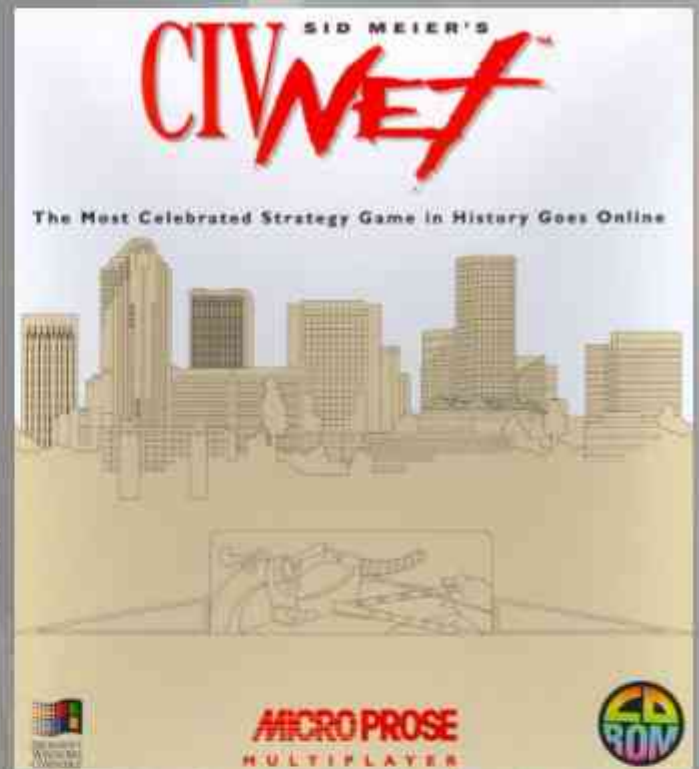
Despite being a dream come true on paper, CivNet suffered from incredibly poor timing.

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1995 CivNet

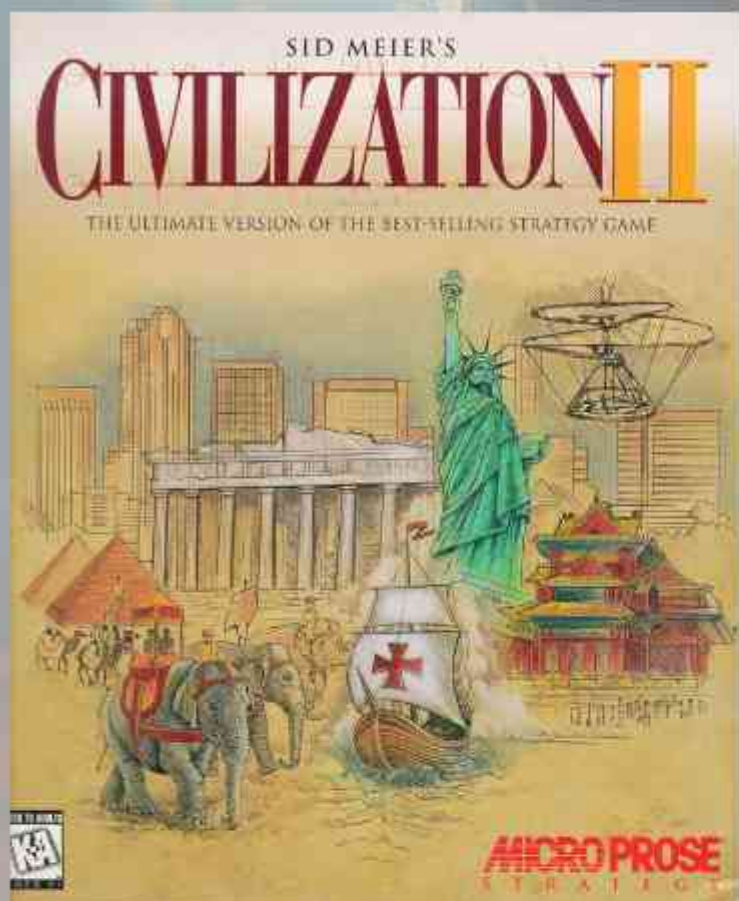
It was plagued by unstable network code during an era when consumer internet was already notoriously fickle.



More importantly, it was entirely overshadowed just a few months later when MicroProse released Civilization II in 1996.

Civ II featured an isometric perspective, vastly superior mechanics, and eventual multiplayer support of its own, quickly pushing CivNet into the pages of retro gaming history.

Sid Meier's Civilization



1996 Civilization II
Released in 1996
for the PC. Sid
Meier's Civilization
II (Civ II) is widely
regarded as one of
the greatest
strategy games ever
made.

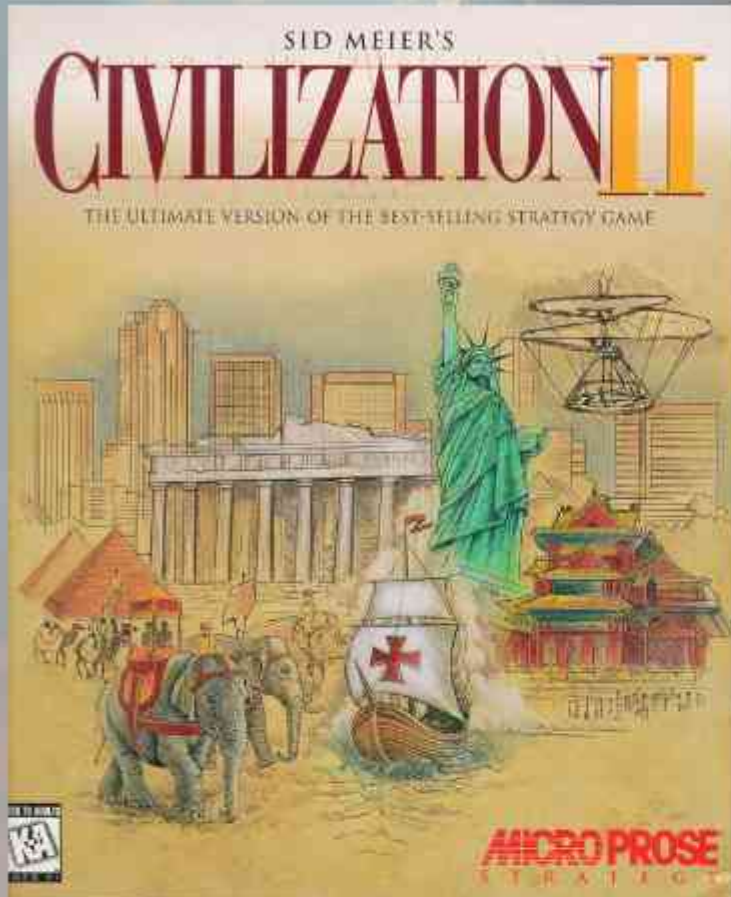
While Sid
Meier co-
created the
original 1991
game.



Civ II was actually designed by Brian
Reynolds and Douglas Caspian-
Kaufman.

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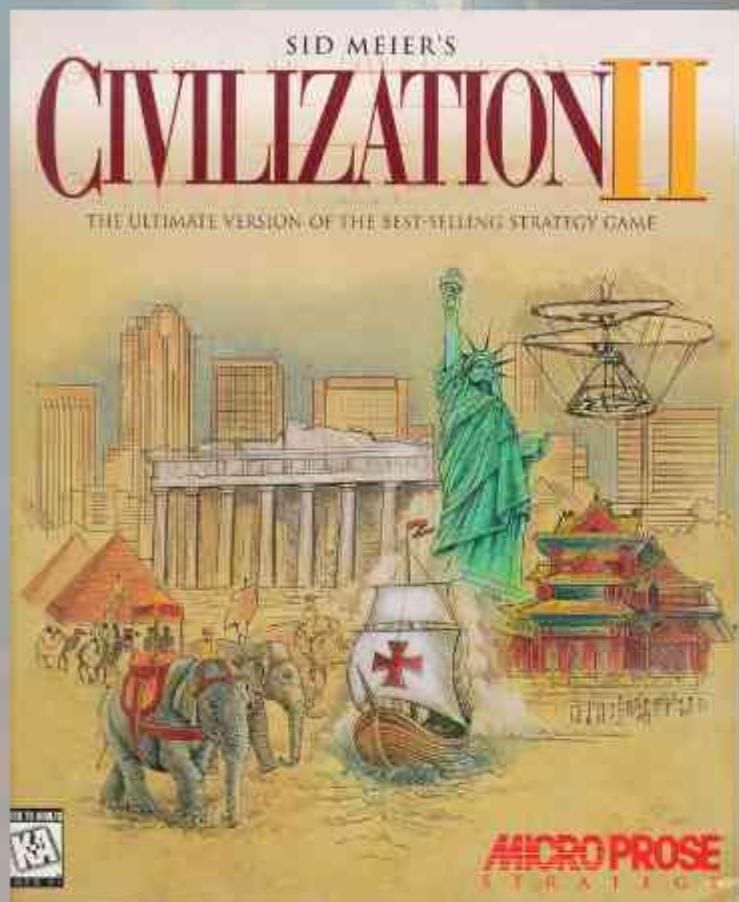
1996 Civilization II

It took the addictive "4X" loop—eXplore, eXpand, eXploit, eXterminate—and refined it into a gaming masterpiece that completely overshadowed its predecessor and the short-lived CivNet.

Key Innovations & Gameplay Feature s The Isometric View: Moving away from the flat,

top-down perspective of the original game. Civ II introduced a 3D-style isometric grid.

Sid Meier's Civilization



1996 Civilization II

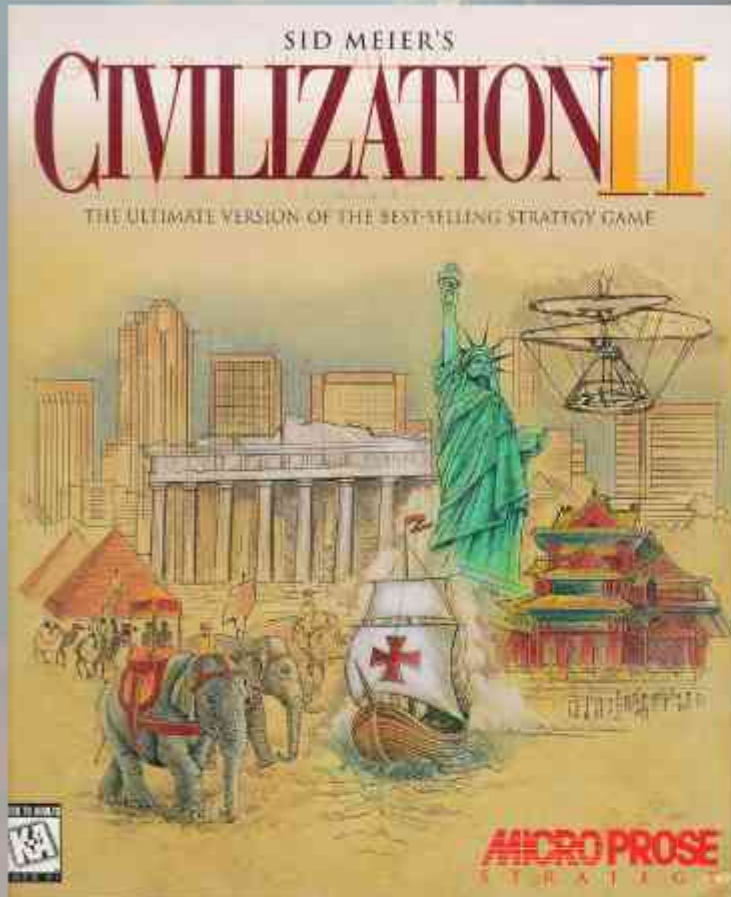
This allowed for much more detailed terrain, visible city improvements, and distinct unit designs.

Hit Points and Firepower: In the original Civilization,

combat could be infamously random leading to memes about a primitive Bronze Age Phalanx unit occasionally defeating a modern Battleship.

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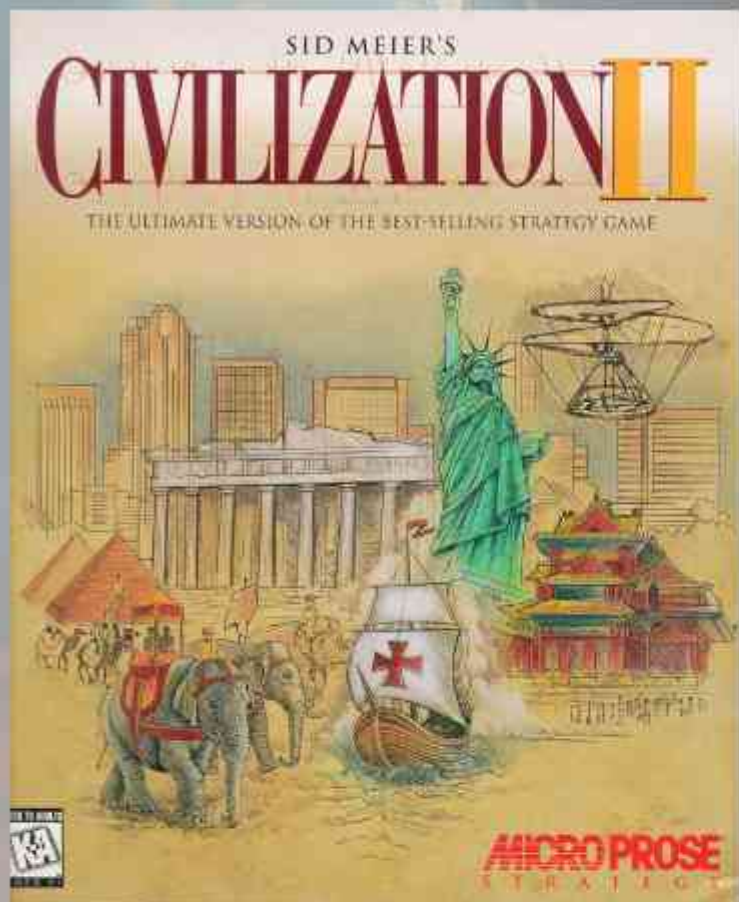


1996 Civilization II
Civ II fixed this by
introducing hit
points and
firepower ratings,
making combat
outcomes far more
logical and
strategic.

The High Council: One of the game's
most beloved quirks was the High
Council.



Sid Meier's Civilization



1996 Civilization II

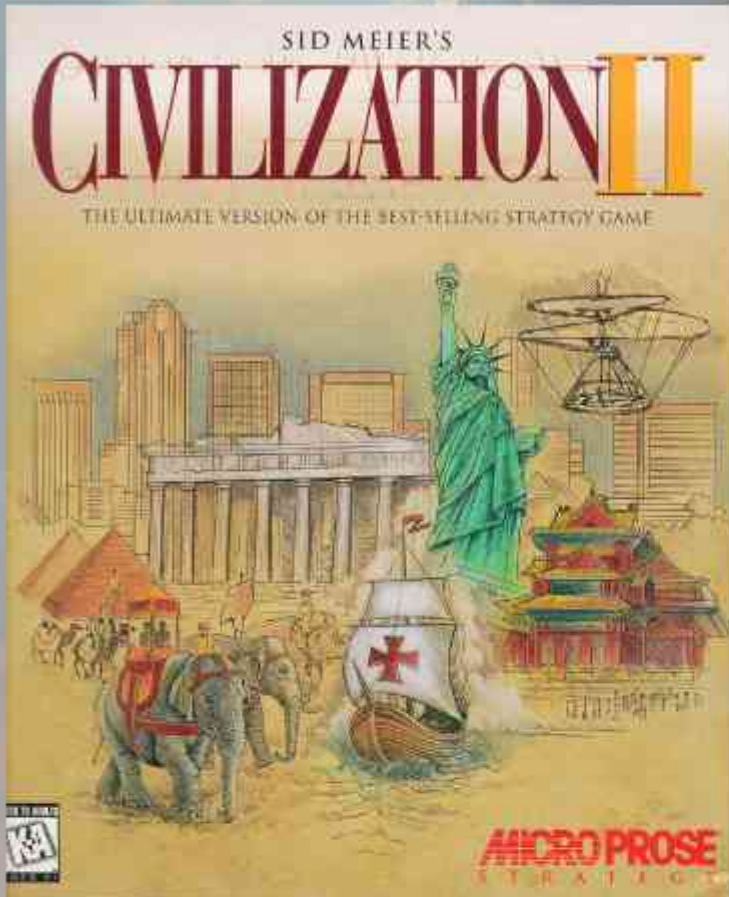
It featured live-action video clips of actors dressed as advisers (Military, Science, Trade, Foreign Affairs, and Elvis Presley representing

Entertainment) who would aggressively argue with each other to give you advice based on your current empire status.

The Civilopedia & Custom Scenarios: It vastly expanded the in-game encyclopedia, providing rich historical context for every unit.

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1996 Civilization II

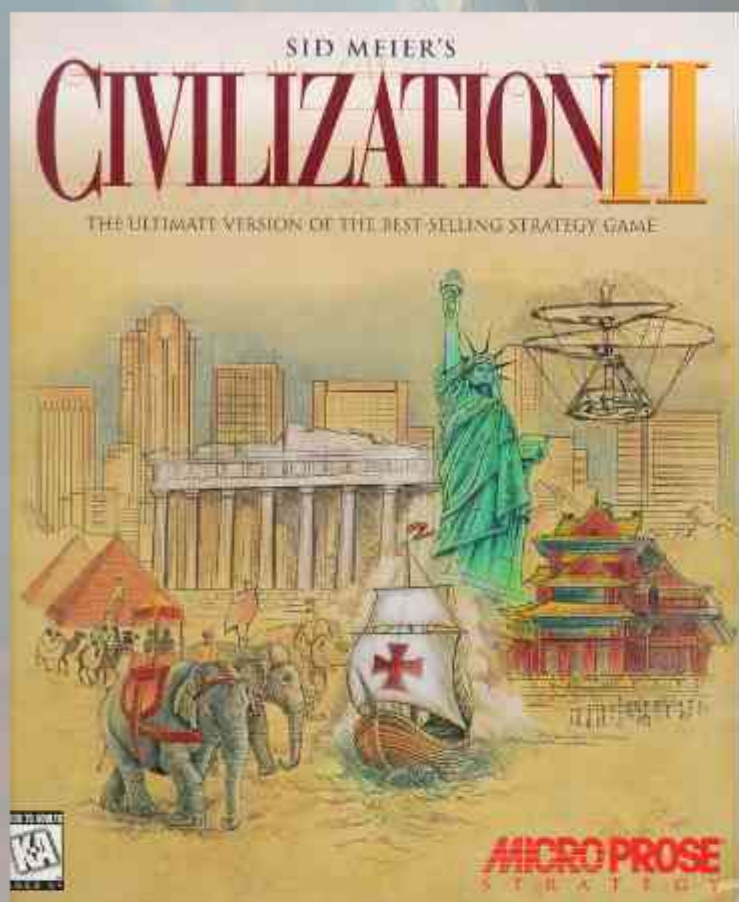
**wonder, and
technology.**

**It also included a
powerful map editor
that sparked a
massive modding
community.**

**leading to famous expansions like
Conflicts in Civilization and Fantastic
Worlds.**

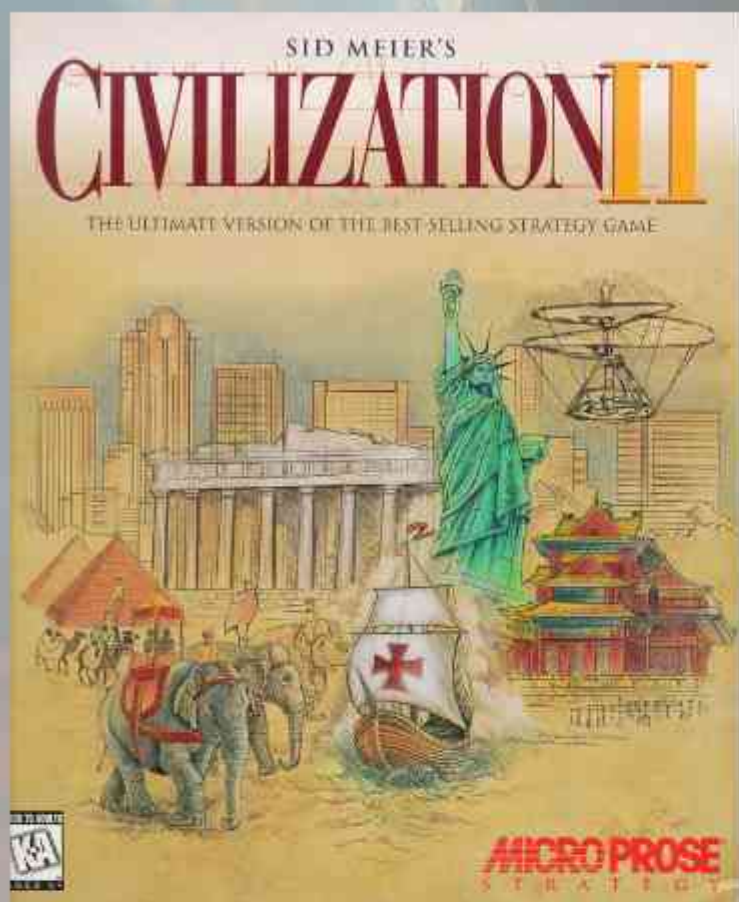


Sid Meier's Civilization



**1996 Civilization II
Why It Matters
Civ II was a massive
commercial and
critical success,
selling over 3
million copies and
keeping gamers
awake into the wee
hours of the morning for "just one more
turn."**

**It set the gold standard for how to make
a video game sequel: don't reinvent the
wheel: just make the wheel infinitely
better.**



1996 Civilization II

**It proved so resilient
that it remains
playable in the
modern era,**

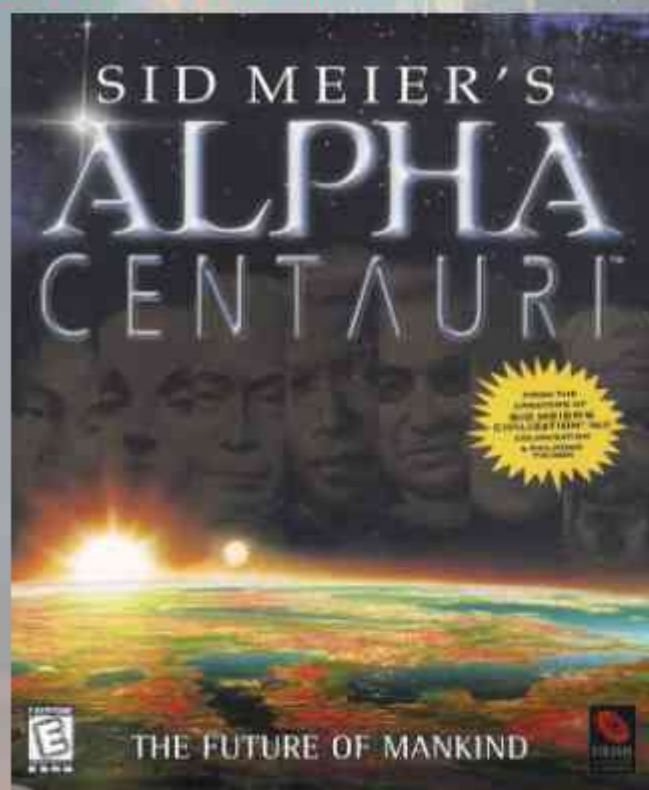
**famously
highlighted by the
"Eternal War"—a
real-world 10-year**

**long game played by a user named
lycerius,**

**whose Civ II match resulted in a
dystopian,**

**three-way nuclear stalemate after
thousands of in-game years.**

Sid Meier's Civilization



1999 Alpha Centauri

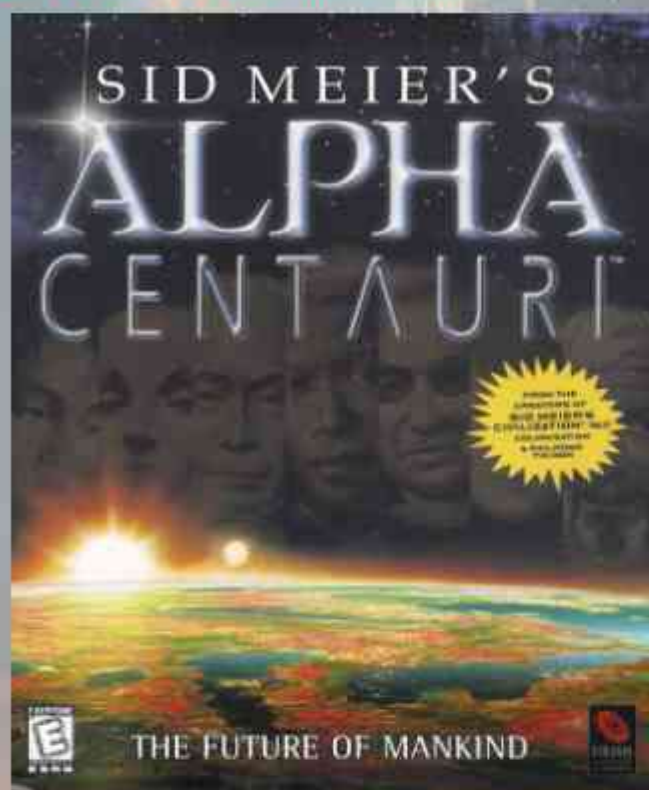
Sid Meier's Alpha Centauri, the legendary 4X turn-based strategy video game released was released February 1999 by Firaxis Games and Electronic Arts.

Designed by Brian Reynolds and Sid Meier.

it is widely celebrated as the "spiritual successor" to Civilization II.

Instead of guiding humanity through Earth's history.

Sid Meier's Civilization



1999 Alpha Centauri

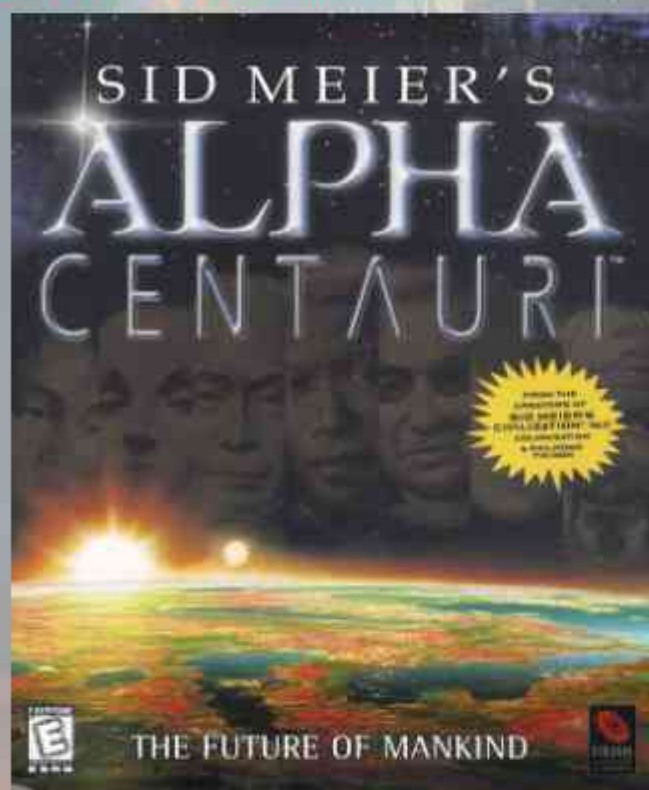
The game picks up where Civilization's space-race victory ends: humanity arrives at an alien world.

The Premise

Set in the 22nd century, the colony ship Unity arrives at the planet Chiron (simply called "Planet") in the Alpha Centauri star system.

After the ship's captain is assassinated, humanity fractures into seven ideological factions rather than national ones.

Sid Meier's Civilization



1999 Alpha Centauri

**### What Made It
Unique While it
retained the classic
"Explore. Expand.
Exploit.**

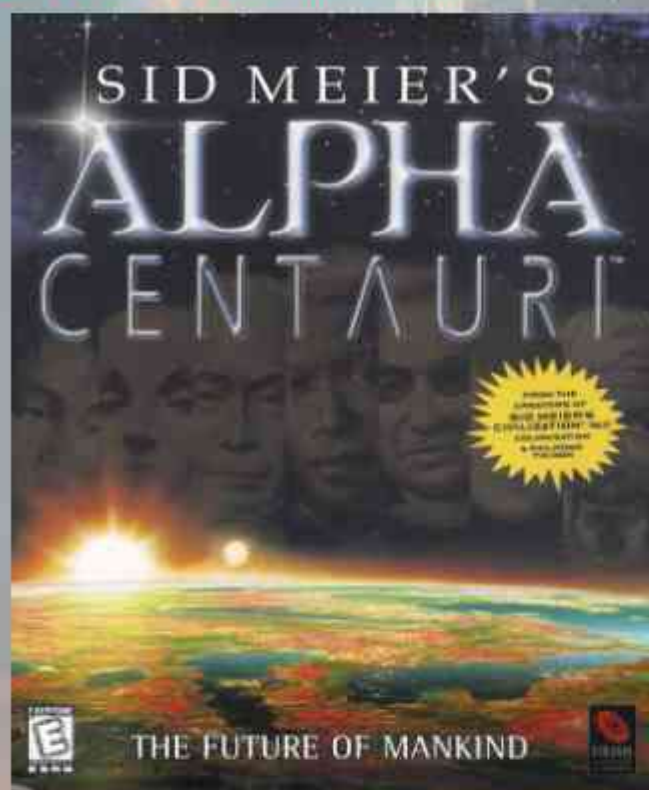
**Exterminate" gameplay loop. Alpha
Centauri introduced several
groundbreaking features:**

**Ideological factions: Instead of playing
as Americans or Romans,**

**you played as factions like the Human
Efficiency Front (corporate capitalists).**

**the lord's Believers (religious
fundamentalists).**

Sid Meier's Civilization



1999 Alpha Centauri

**A living World:
"Planet" itself acts as
an antagonist and
character.**

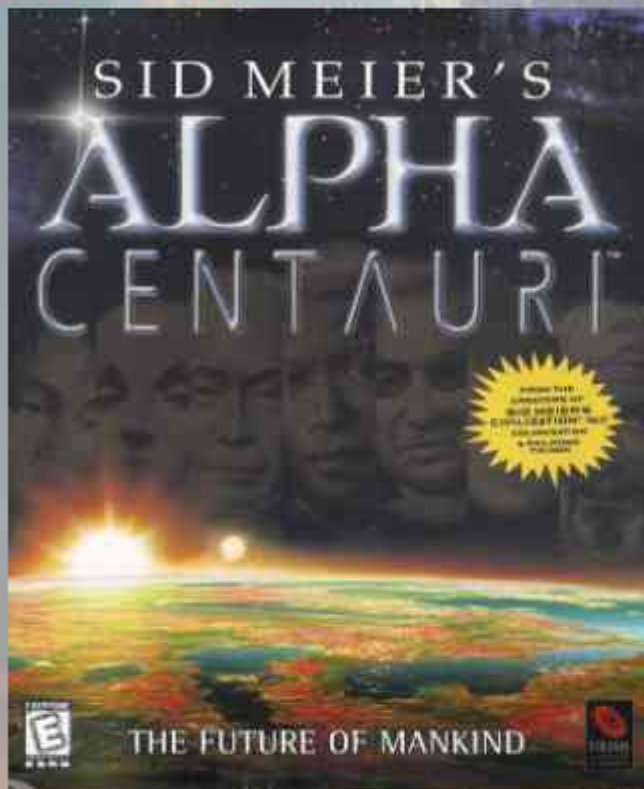
**It is covered in a
psychic, red**

**xenofungus and inhabited by terrifying
"Mind Worms" that attack based on how
much eco-damage your industrial
expansion causes.**

**Customizable Units: Rather than
unlocking static units like "Tanks,"
players designed their own vehicles by
mixing and matching different chassis,
weapons, armor, and special abilities.**

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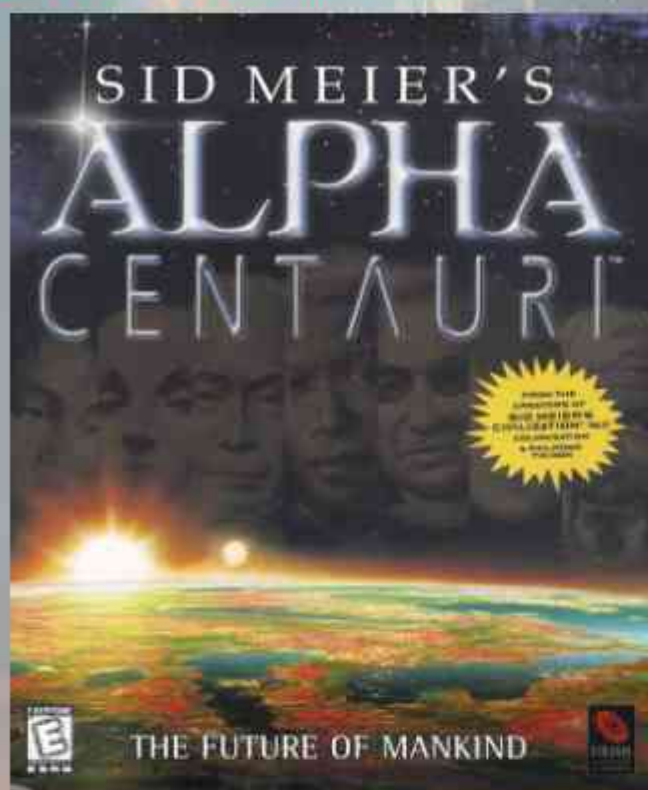


1999 Alpha Centauri

Story and Philosophy: Every time you researched a new technology or built a "Secret Project," the game played a voice over quote from one of the faction leaders.

The writing explored deep philosophical questions about AI, human evolution, ecology, and morality.

Sid Meier's Civilization



1999 Alpha Centauri

**### Critical legacy
To this day.**

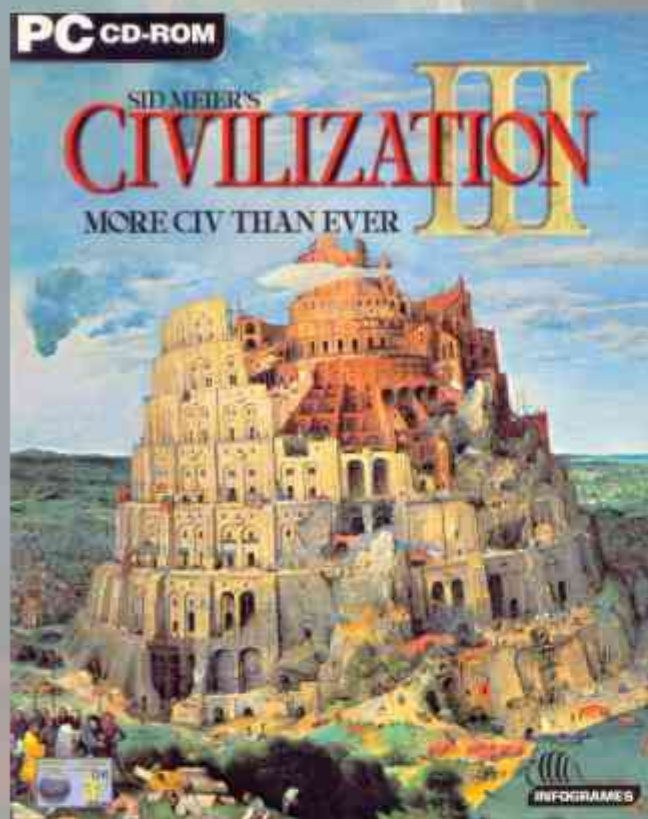
**Alpha Centauri is
considered a
masterpiece of
science fiction**

storytelling in video games.

**Even though Firaxis later released a
spiritual successor called Civilization:
Beyond Earth in 2014,**

**many strategy fans still consider the
1999 original unmatched in its
atmosphere and narrative depth.**

Sid Meier's Civilization



2001 Civilization III
Following right on the
heels of Alpha
Centauri.

Firaxis Games released
Sid Meier's Civilization
III in October 2001.

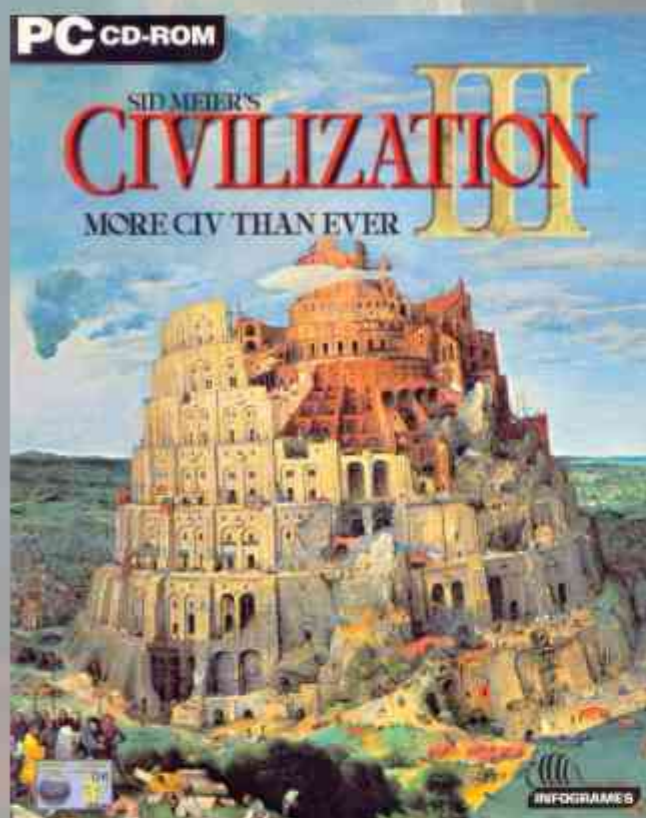
led by designer Jeff Briggs. Civ III had
the massive task of updating the
franchise for a new decade.

It didn't just overhaul the graphics: it
introduced core mechanics that
fundamentally changed how players
thought about geography.

borders, and victory in strategy games.

Sid Meier's Civilization

PC CD-ROM



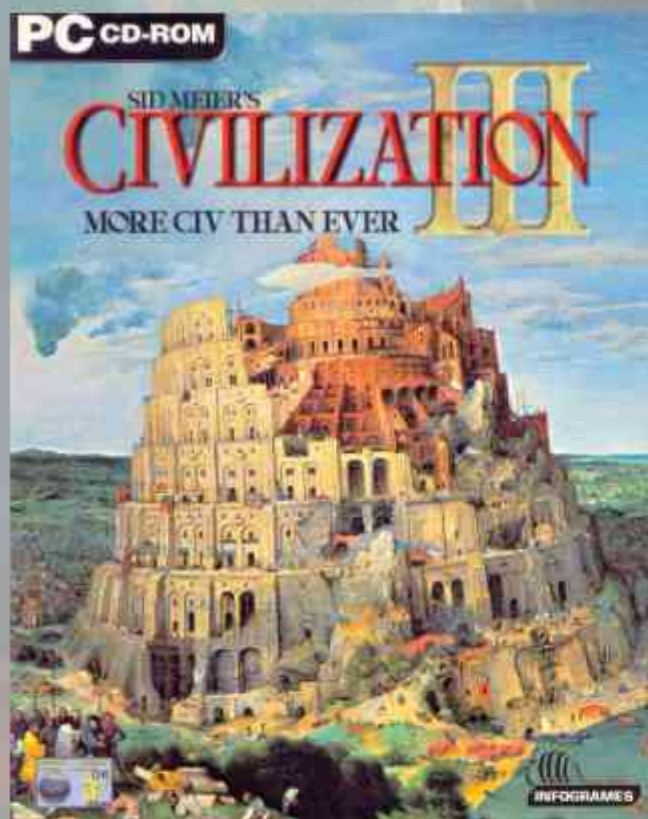
2001 Civilization III

These are the innovations Civ III introduced to the series that are still staples today: Culture and National Borders: For the first time.

your empire had visible, fluid borders. Before Civ III, a city's territory was just a grid of worked tiles.

Now, building temples, libraries, and wonders generated "Culture," which expanded your national borders.

Sid Meier's Civilization



2001 Civilization III

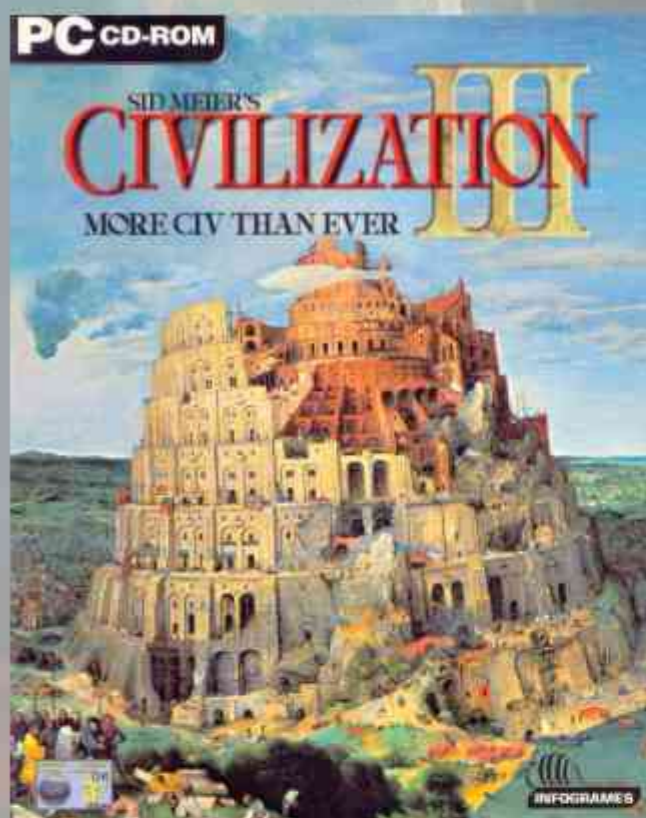
You could literally swallow up a neighboring city without firing a single shot just by having superior cultural influence.

Strategic and luxury Resources
Resources were no longer just passive terrain bonuses.

You specifically needed Strategic Resources like Iron to build **Swordsmen** or Oil and Rubber to build modern **Tanks**. If your empire didn't have Iron within its borders.

Sid Meier's Civilization

PC CD-ROM



2001 Civilization III
you either had to trade
for it.

fight a war to secure a
deposit, or watch your
military become
obsolete.

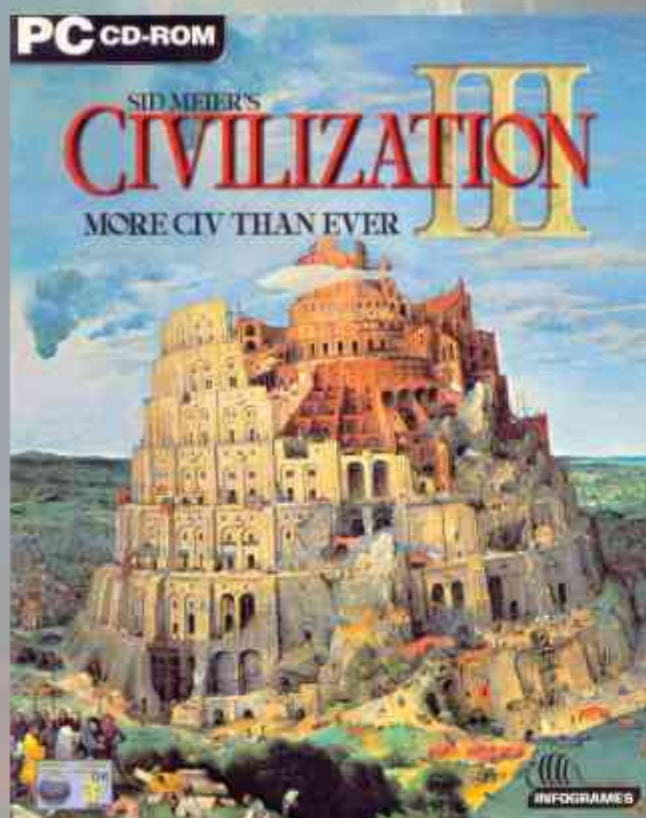
Civilization Traits and

Unique Units: Civ III gave every
civilization two distinct traits (such as
Scientific, Militaristic, or Industrious)
that granted unique passive bonuses.

This was also the game that introduced
Unique Units—like the Roman legionary
or the American F-15—giving each
faction a specific era where they
dynamically excelled.

Sid Meier's Civilization

PC CD-ROM



2001 Civilization III

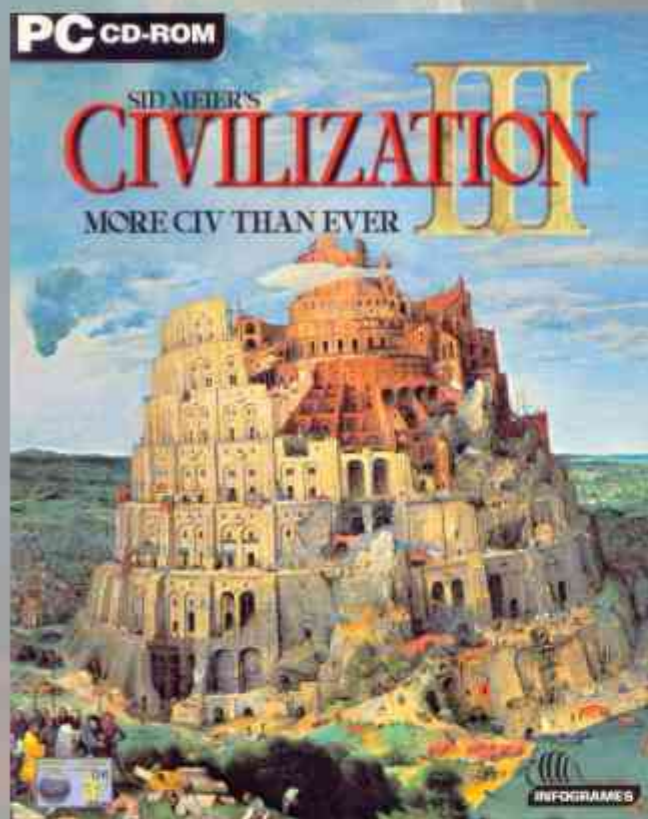
Corruption and Waste:
A highly controversial mechanic at the time, corruption increased the further a city was from your capital.

It turned production and commerce into waste, acts as a hard mechanical brake on rapid, unbridled expansion (often called "Infinite City Sprawl").

The Expansions

The game's legacy was cemented by two major expansion packs:

Sid Meier's Civilization



2001 Civilization III

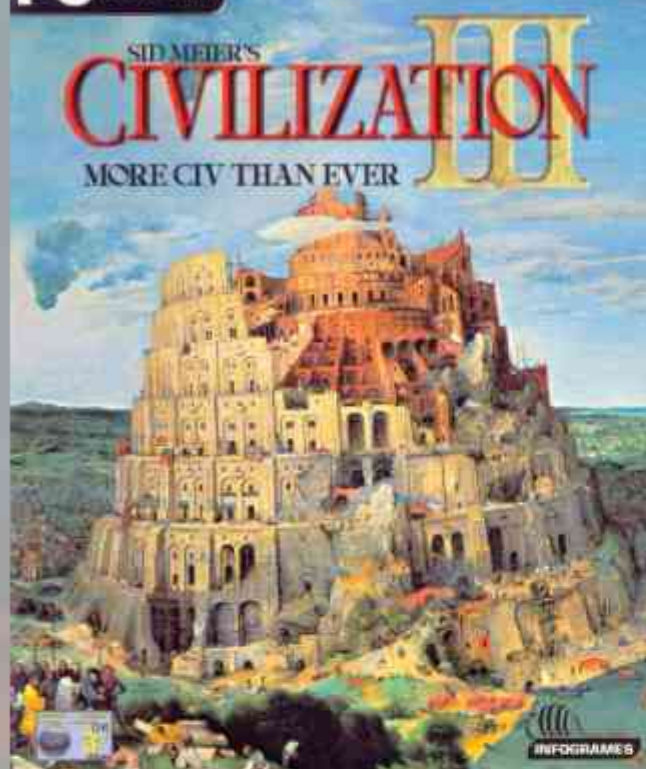
1. Play the World (2002): Brought multiplayer to the game (though it was notoriously buggy at launch) and added the iconic "Regicide" game mode.

2. Conquests (2003): Widely considered one of the best expansions in the franchise.

It added highly detailed historical scenarios, from the Mesopotamian cradle of civilization to World War II in the Pacific.

Sid Meier's Civilization

PC CD-ROM



2001 Civilization III

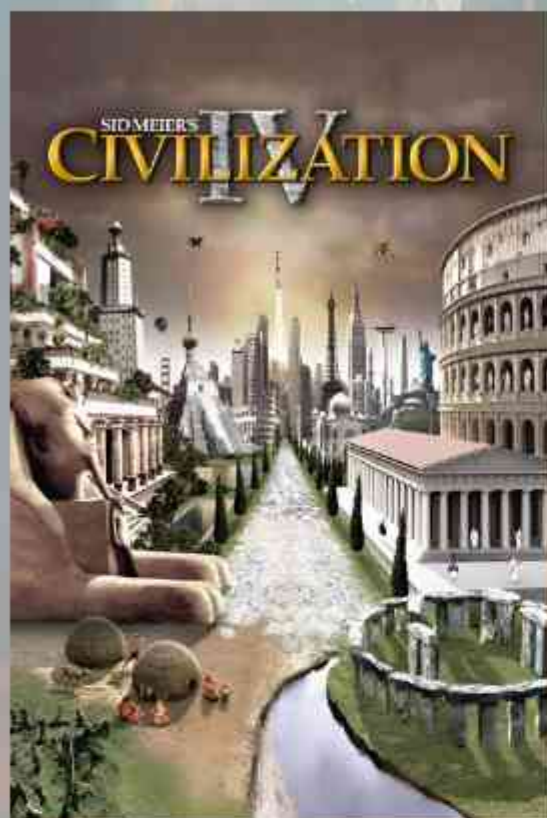
Civ III is often remembered as the bridge between the old-school.

Tile-counting era of the 1990s and the highly polished.

modern board-game style of Civ IV and beyond.



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2005 Civilization IV

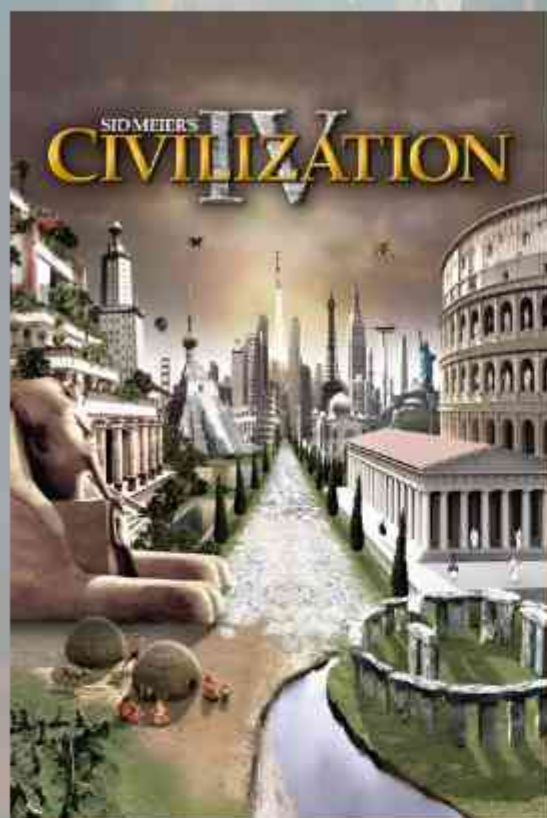
Sid Meier's Civilization IV, released in October 2005, is widely considered by many strategy fans to be the absolute pinnacle of the franchise.

led by lead designer Soren Johnson.

Civ IV was a massive structural and technical leap forward.

It completely ditched the 2D isometric sprites of the older games for a fully 3D engine, and it completely rewrote the rules of economy, religion, and military strategy.

Sid Meier's Civilization

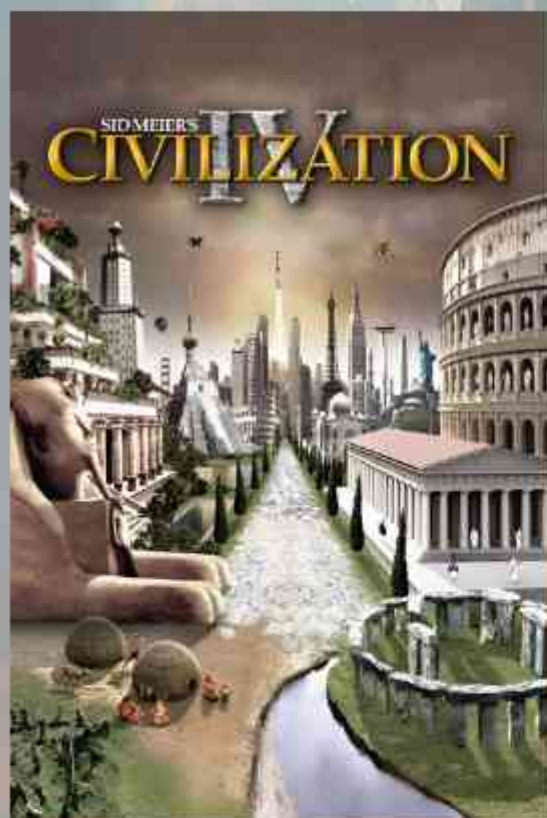


2005 Civilization IV

The Game-Changing Innovations

Civ IV introduced several massive mechanics that modernized the series and smoothed out decades-old frustrations:

Religion as a Gameplay Mechanic:
Religions (like Buddhism, Christianity, and Hinduism) were founded dynamically by whoever researched specific technologies first.



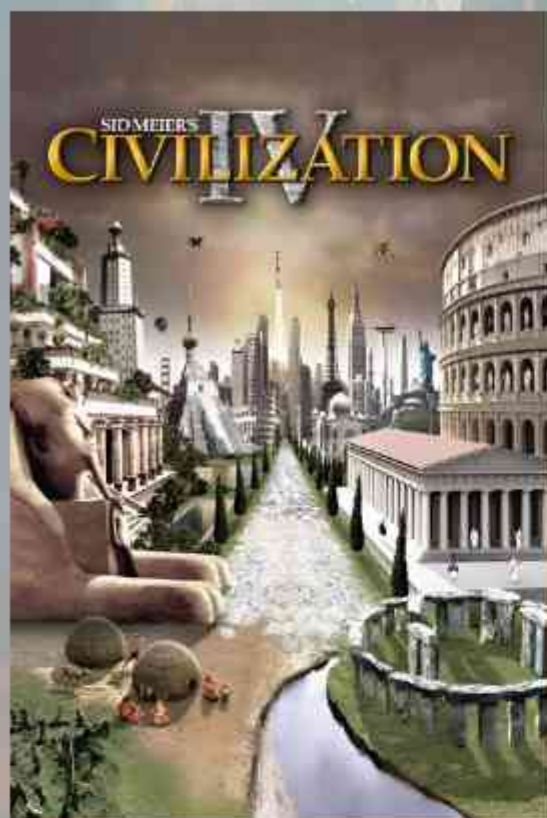
2005 Civilization IV

Spreading your religion via missionaries created powerful diplomatic blocs. provided line-of-sight into foreign cities. and generated massive wealth if you controlled the religion's holy shrine.

Civics replaces Governments: Instead of picking a rigid government type (like "Democracy" or "Monarchy"). Civ IV introduced a modular Civics system.

Divided into five categories (Government, legal, labor, Economy, and Religion).

Sid Meier's Civilization



2005 Civilization IV

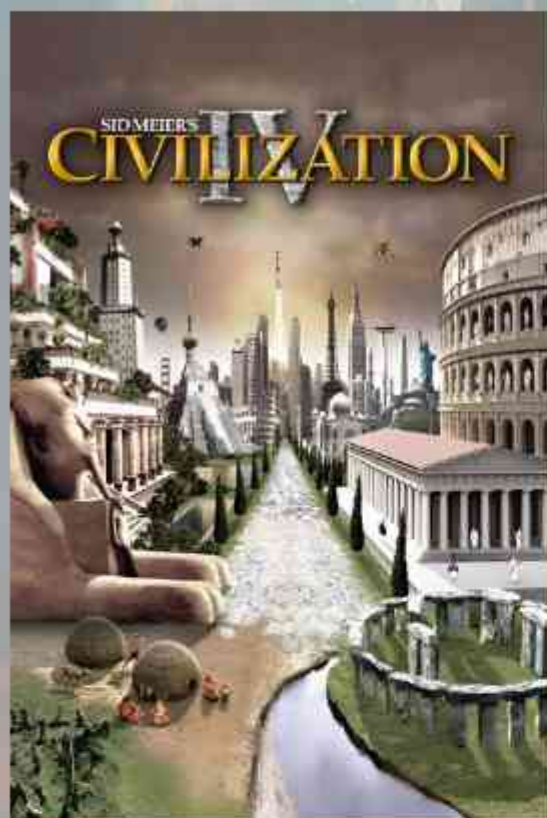
players could mix and match traits—running a Free Market economy alongside a Police State, for example—to perfectly suit their immediate goals.

Great People: This game formalized the "Great Person" mechanic.

Generating points toward Great Scientists, Artists, Prophets,

Merchants, or Engineers allowed you to trigger "Golden Ages," construct powerful unique buildings, or instantly discover technologies.

Sid Meier's Civilization



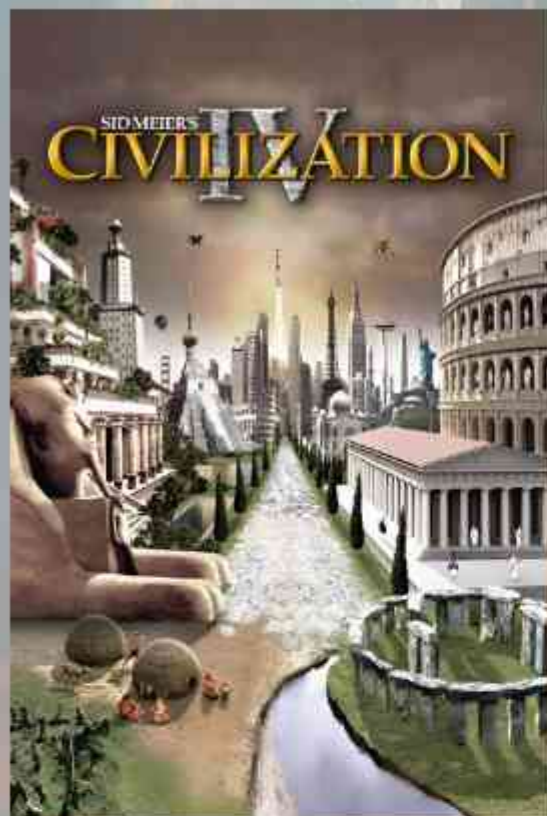
2005 Civilization IV

Mod-friendly Engine: Civ IV was built from the ground up to be completely customizable.

By exposing the game's XML data and Python scripts, it gave birth to one of the greatest modding communities in gaming history.

The legendary Soundtrack

You cannot talk about *Civ IV* without mentioning its music.



2005 Civilization IV

It is the only video game in history to have its theme song win a Grammy Award.

Composed by Christopher Tin, "Baba Yetu" (a

Swahili translation of the Lord's Prayer) won the Grammy for Best Instrumental Arrangement

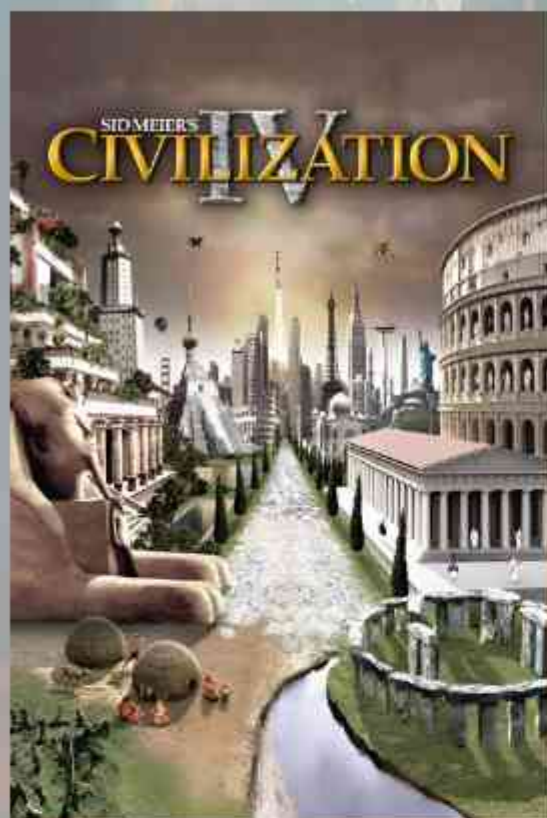
Accompanying Vocalist(s) in 2011.

cementing the game's place in cultural history.

Peak Perfection: Beyond the Sword

While the base game was incredible, the second expansion,

Sid Meier's Civilization



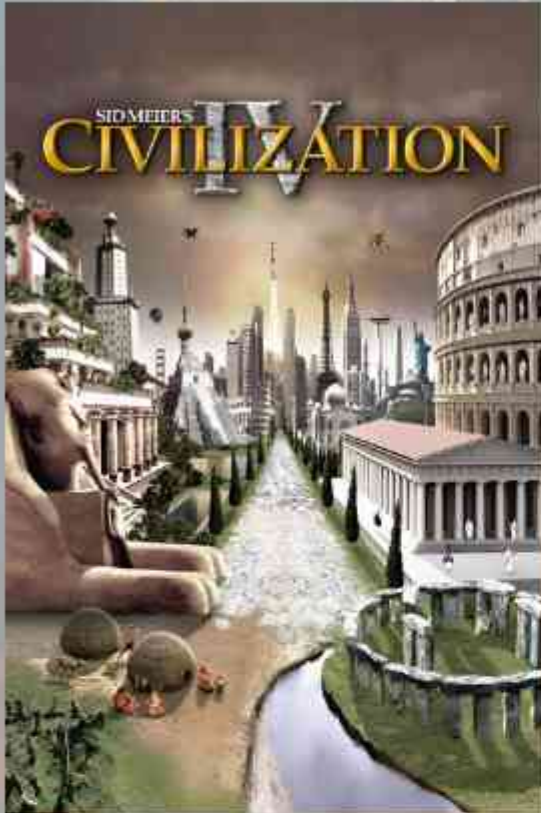
2005 Civilization IV

**Beyond the Sword
(2007). is what turned
Civ IV into a masterpiece.**

**It added espionage,
corporations (which
functioned like late-
game secular religions),
and fixed the late-game pacing.**

**Critically, Civ IV* avoided the "Infinite
City Sprawl" problem of Civ III by tying
empire maintenance to city distance
and quantity, forcing players to balance
rapid expansion with economic health.**

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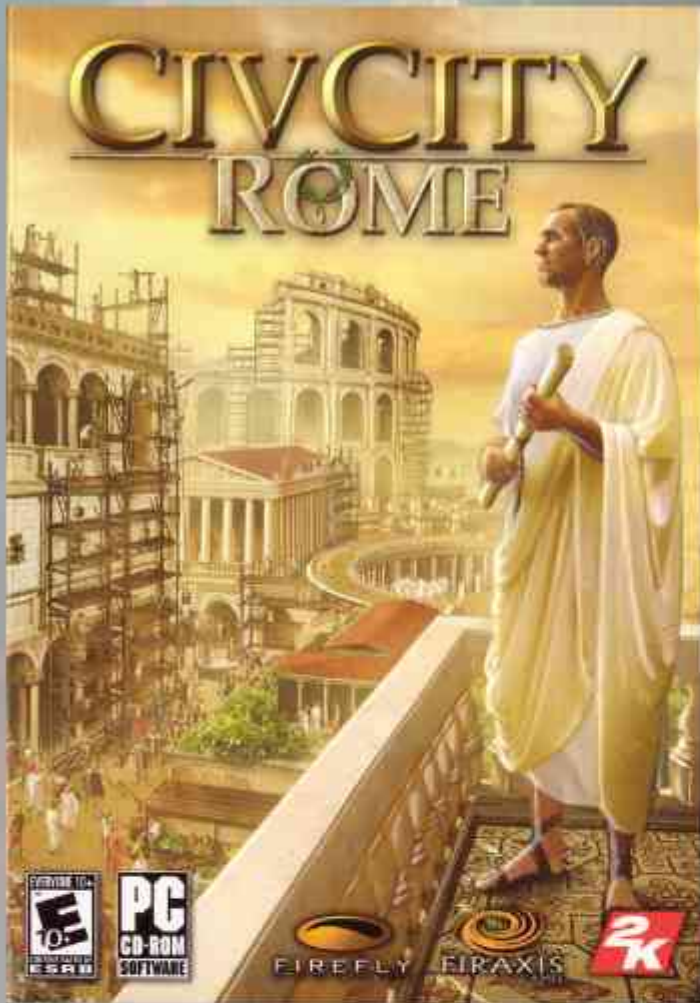
2005 Civilization IV

It remains an incredibly deep, perfectly balanced clockwork machine of a strategy game.



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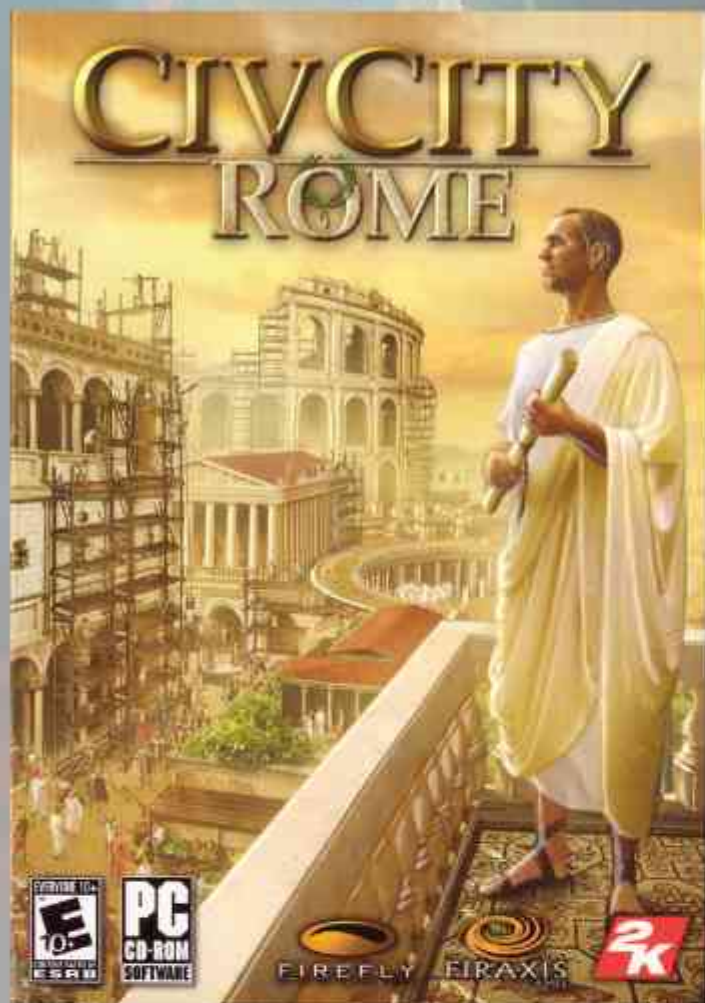
2006 CivCity: Rome
Released in July
2006. CivCity: Rome
represents a
fascinating detour
for the franchise.

It shifted away from
global, turn-based
empire-building and

stepped squarely into the realm of real-
time city builders.

The game was a unique collaborative
effort: it was co-developed by Firefly
Studios (famous for the Stronghold castle-
building series) and Firaxis Games, and
published by 2K Games.

Sid Meier's Civilization



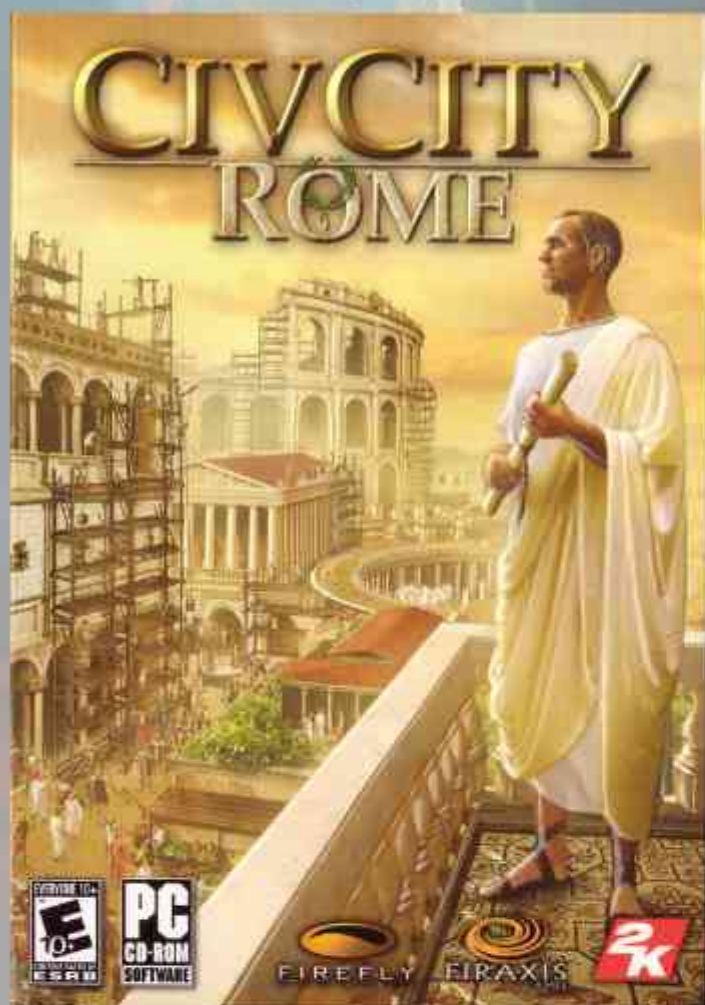
2006 CivCity: Rome

**### The Concept:
Zooming In on the
Empire If the main
Civilization series is
about looking at the
world from thousands
of miles up.**

**CivCity: Rome handed you a magnifying
glass.**

**Inspired heavily by games like Caesar
and Pharaoh, your job wasn't to conquer
continents, but to manage the
infrastructure.**

Sid Meier's Civilization



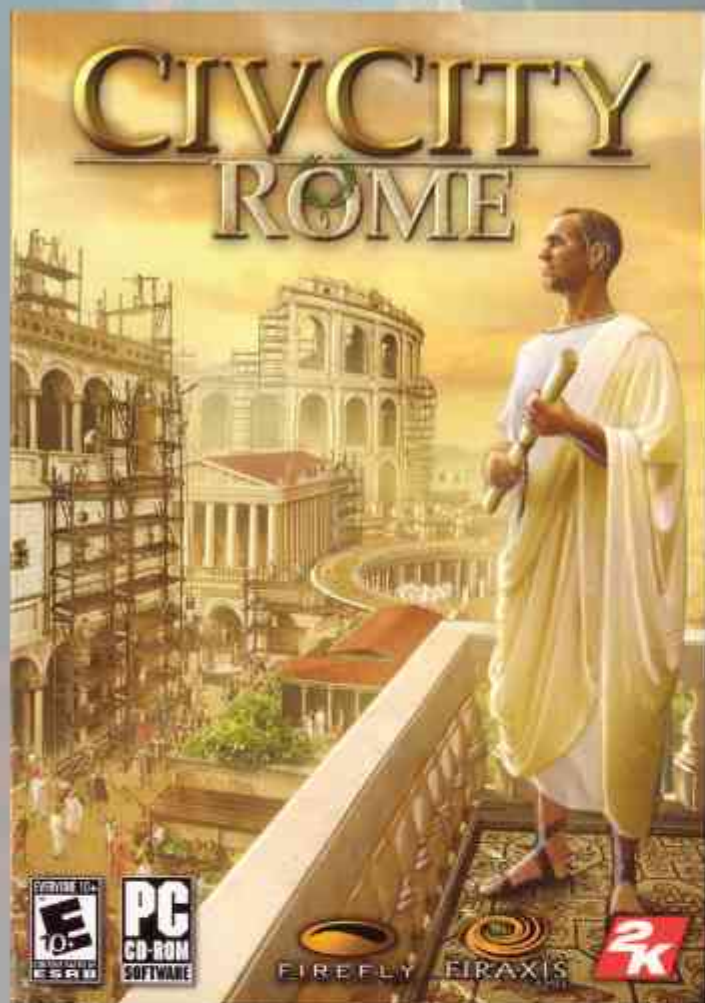
2006 CivCity: Rome

**happiness, and
micro-economy of a
single Roman city.**

**The game cleverly
took recognizable
concepts from
Civilization and
translated them into**

**real-time mechanics: City layout and
Mechanics: Instead of placing a single
building called a "Market" on a
strategic map, you had to physically
place granaries, butcher shops, and
olive oil vendors, making sure they were
close enough to residential areas to
supply the citizens.**

Sid Meier's Civilization



2006 CivCity: Rome

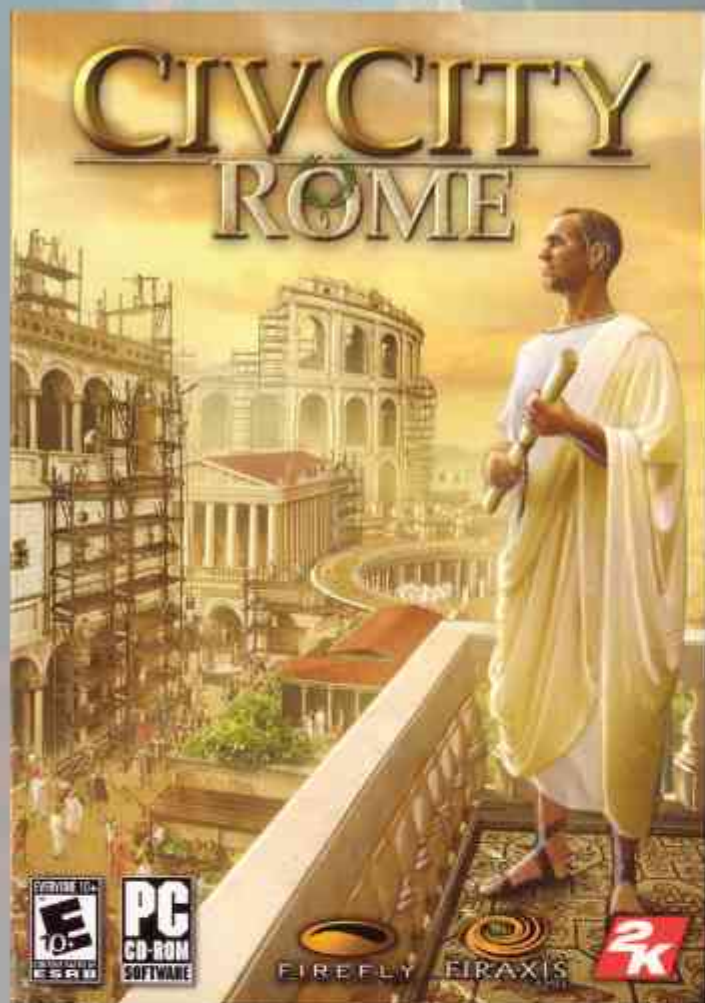
**Wonders of the
World:**

**You could build
massive, real-time
construction projects
like the Colosseum,
the Circus Maximus,
or the Pantheon.**

**Unlike the static pop-up art in
Civilization, you could watch your
citizens physically erect these mega-
structures piece by piece over time.**

**The Tech Tree: Borrowing straight from
its parent franchise.**

Sid Meier's Civilization



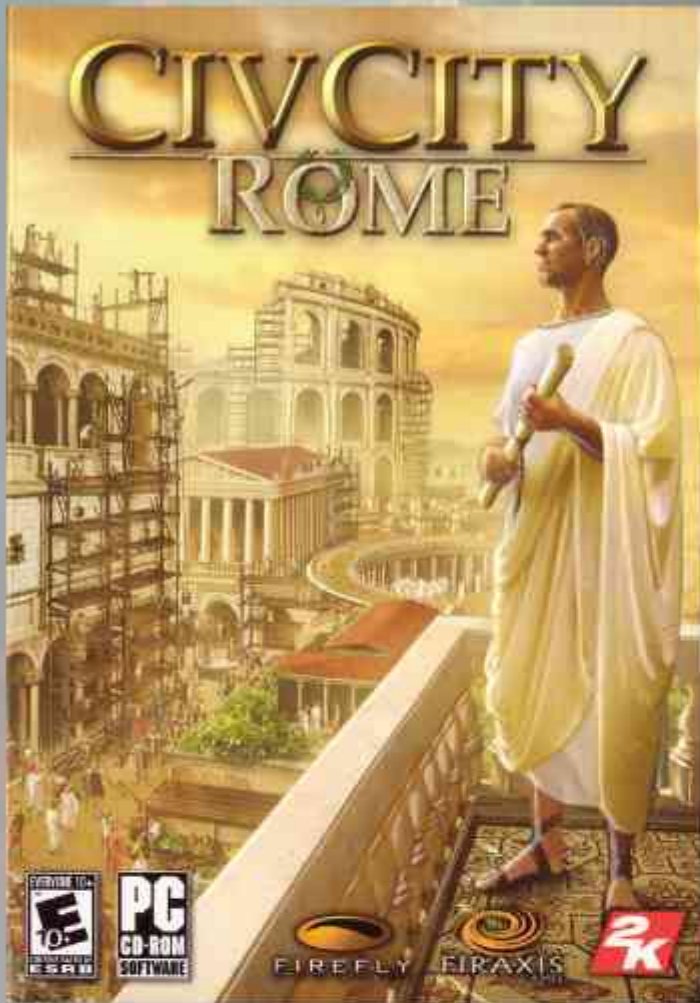
2006 CivCity: Rome
the game featured a
research tree with
over 70
technologies.

Researching things
like "Aqueducts" or
"Gladiator Training"
directly unlocked

new structures and improved your city's
efficiency.



GAMERR Sid Meier's Civilization



2006 CivCity: Rome

**look Inside the
Houses:**

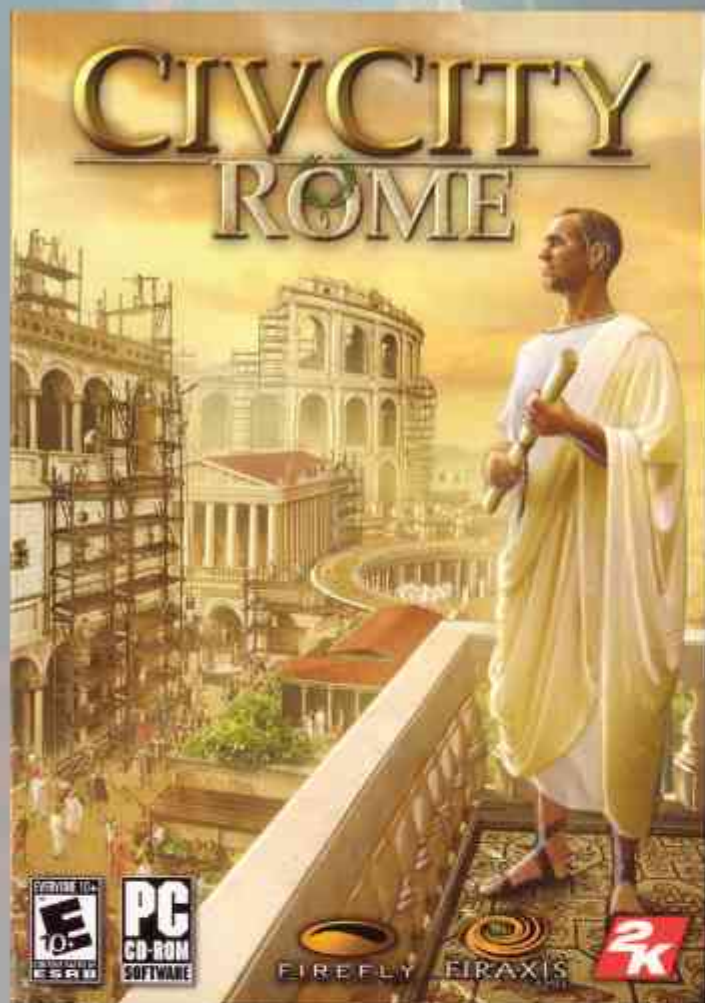
**One of the game's
highly marketed
features was the
ability to literally
"look inside" the
roofs of the**

**apartments and villas to see how your
Roman citizens were living.**

**what furniture
they owned, and
how happy they
were.**



Sid Meier's Civilization



2006 CivCity: Rome

**### Critical
Reception and
legacy**

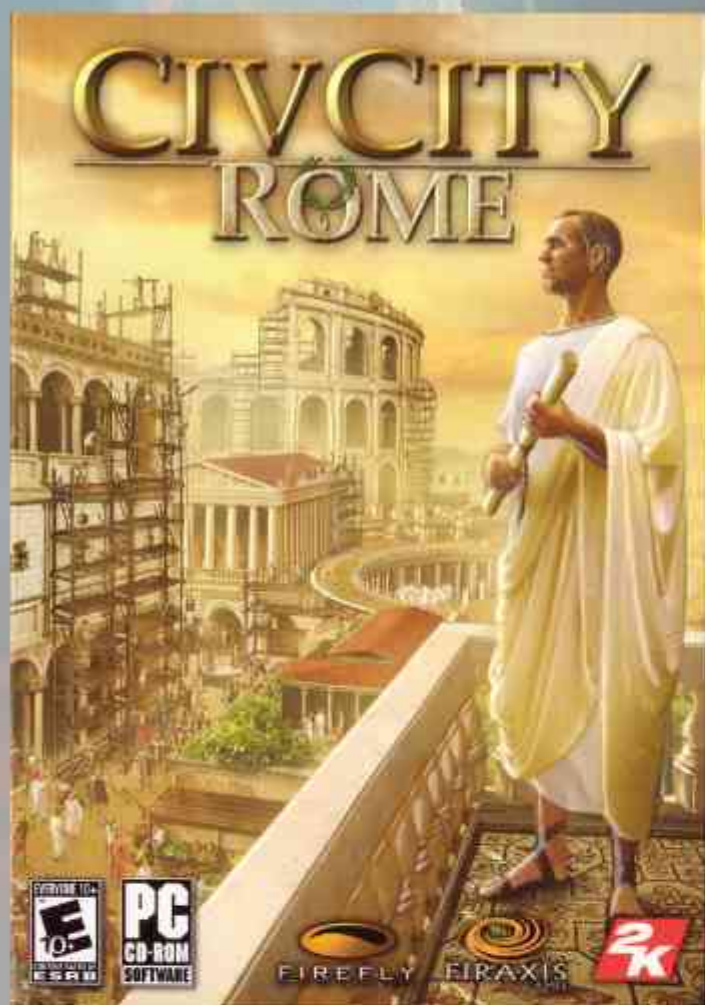
***CivCity: Rome*
received mixed-to-
positive reviews.**

**Fans of the city-
builder genre**

**enjoyed its charm, the Civilization
flavor, and the detailed historical
civilopedia.**

**However, it faced stiff competition that
same year from Caesar IV and Glory of
the Roman Empire.**

Sid Meier's Civilization



2006 CivCity: Rome
which some hardcore
city-builder fans felt
offered deeper
economic
simulations.

While it didn't spawn
a massive sub-series,
CivCity: Rome

remains a beloved nostalgic gem for
players who wanted to experience the
daily, micro-level
logistics of the
civilization they
spent so many turns
building in the
main games.





2008 Civilization Revolution

Released in June 2008, Civilization Revolution (often called Civ Rev) represents one of the boldest experiments in the franchise's history.

Personally spearheaded by Sid Meier himself,

it was built from the ground up specifically for video game consoles (Xbox 360 and PlayStation 3) and later handheld systems, rather than PCs.

Sid Meier's Civilization



2008 Civilization Revolution

The mission was simple but incredibly difficult: distill a dense, notoriously complex 10-hour PC strategy game into a fast paced,

accessible 1-to-2-hour console experience without losing the "just one more turn" magic.

Streamlining a Master piece to make the game work comfortably on a couch with a controller.

Sid Meier's Civilization



2008 Civilization Revolution

Firaxis

fundamentally redesigned the mechanics: Shorter, Faster Matches: Maps were smaller, the tech tree was compressed, and eras flew by.



be completed in a single evening sitting.

Sid Meier's Civilization



2008 Civilization Revolution

**Streamlined City Management
Micromanagement was heavily stripped back.**

Workers were automated entirely—if you wanted to improve a tile.



you simply spent gold to instantly build a road or structure, rather

than waiting turns for a unit to do it.

Sid Meier's Civilization

GAMER Sid Meier's Civilization



2008 Civilization Revolution

Dynamic. Animated leaders: The diplomacy screen came alive with expressive, cartoonish, highly animated historical leaders.

Instead of text walls, leaders spoke in a charming, fictional gibberish language (reminiscent of The Sims) that conveyed their mood instantly.



Sid Meier's Civilization



2008 Civilization Revolution

Army Stacking:

Combat was simplified by letting players combine three identical units into a single, powerful "Army" corps.

This reduced clutter on the map while adding a fun layer of

military tactical progression.



GAMER Sid Meier's Civilization



2008 Civilization Revolution

legacy and Impact Civilization Revolution was a massive success, proving to a skeptical industry that deep 4X strategy games

could find a passionate home on home consoles and mobile platforms.

While hardcore PC purists missed the immense complexity and scale of Civilization IV.



Sid Meier's Civilization



2008 Civilization Revolution

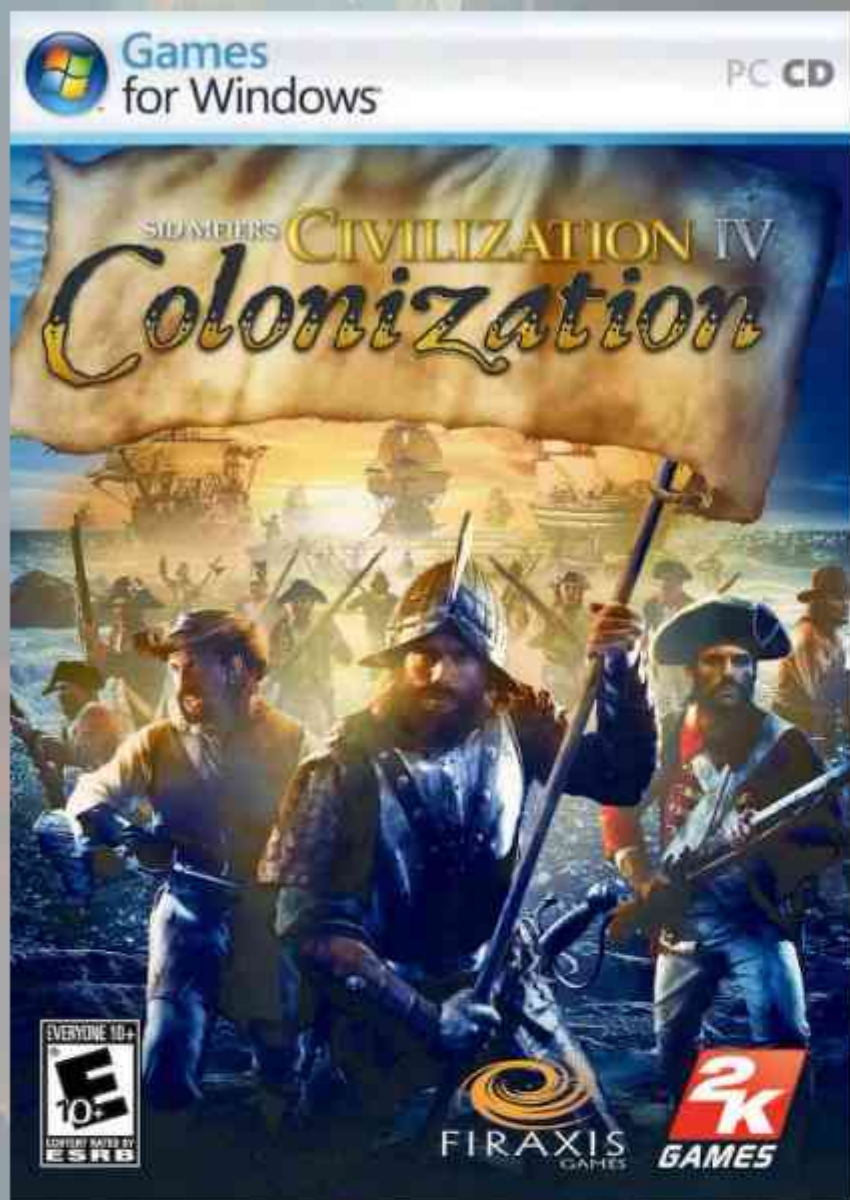
Civ Rev was widely praised for its elegance, brilliant interface design, and sheer addictiveness.

It served as the perfect gateway

drug, introducing a whole generation of console players to the strategy genre.

Its streamlined philosophy even influenced the main franchise, paving the way for a major design shift in the next mainline title.

Sid Meier's Civilization



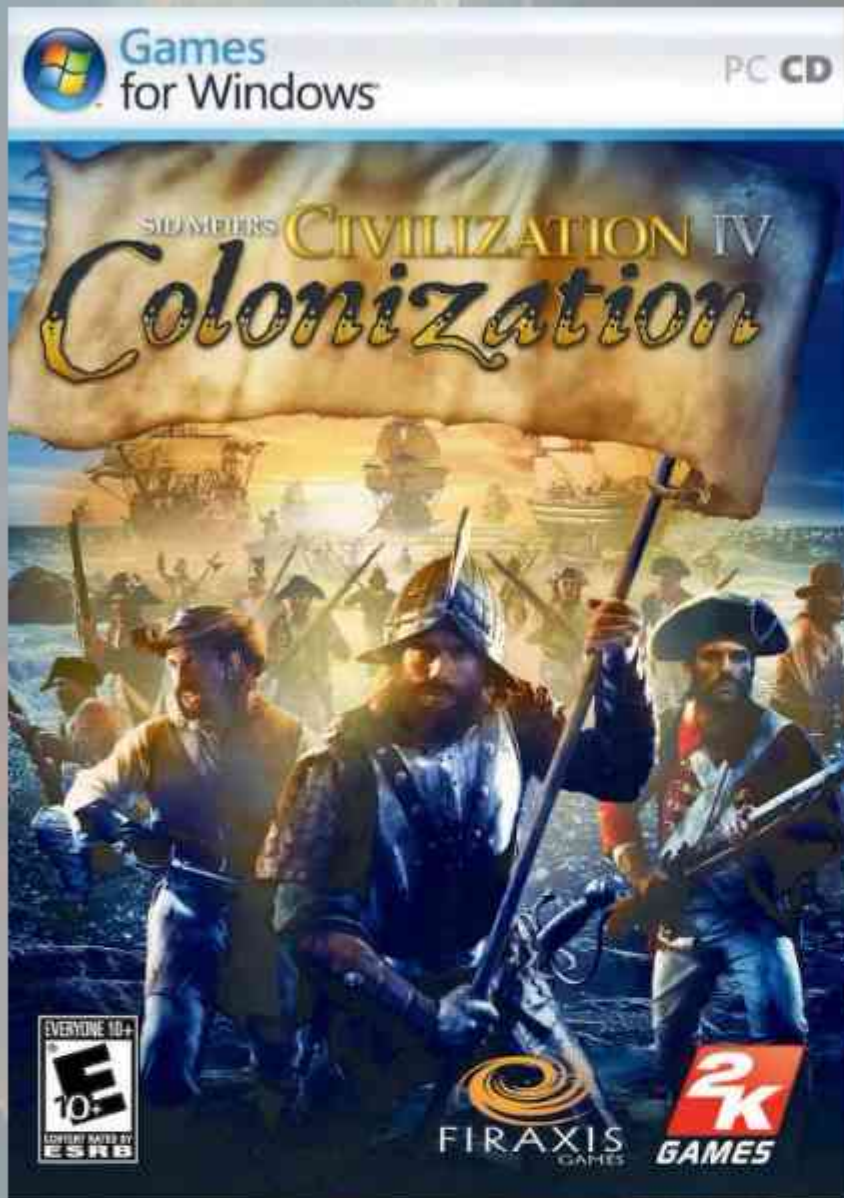
2008 Civilization IV: Colonization Released in September 2008.

Sid Meier's Civilization IV: Colonization represents a beautifully executed trip down memory lane.

It wasn't a standard expansion pack, but rather a standalone remake of Sid Meier's classic 1994 game Colonization, rebuilt entirely inside the polished 3D game engine of Civilization IV.

Sid Meier's Civilization

GAMERR Sid Meier's Civilization



2008 Civilization IV: Colonization

**### The
Gameplay loop:
A Shift in focus
While it shared a
menu style and
engine with Civ
IV.**

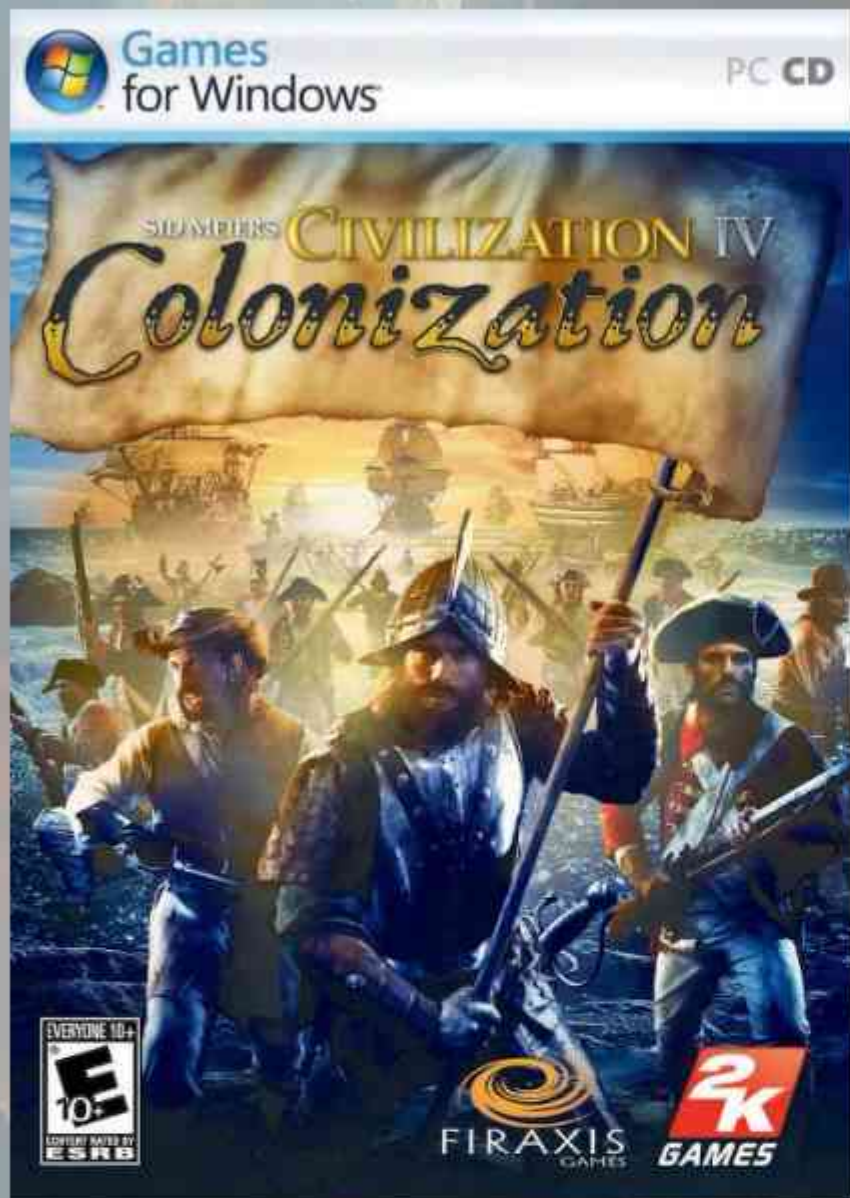
**The gameplay
was entirely**

different.

**Instead of guiding
a nation from the
Stone Age to the
Space Age.**



Sid Meier's Civilization



2008 Civilization IV: Colonization

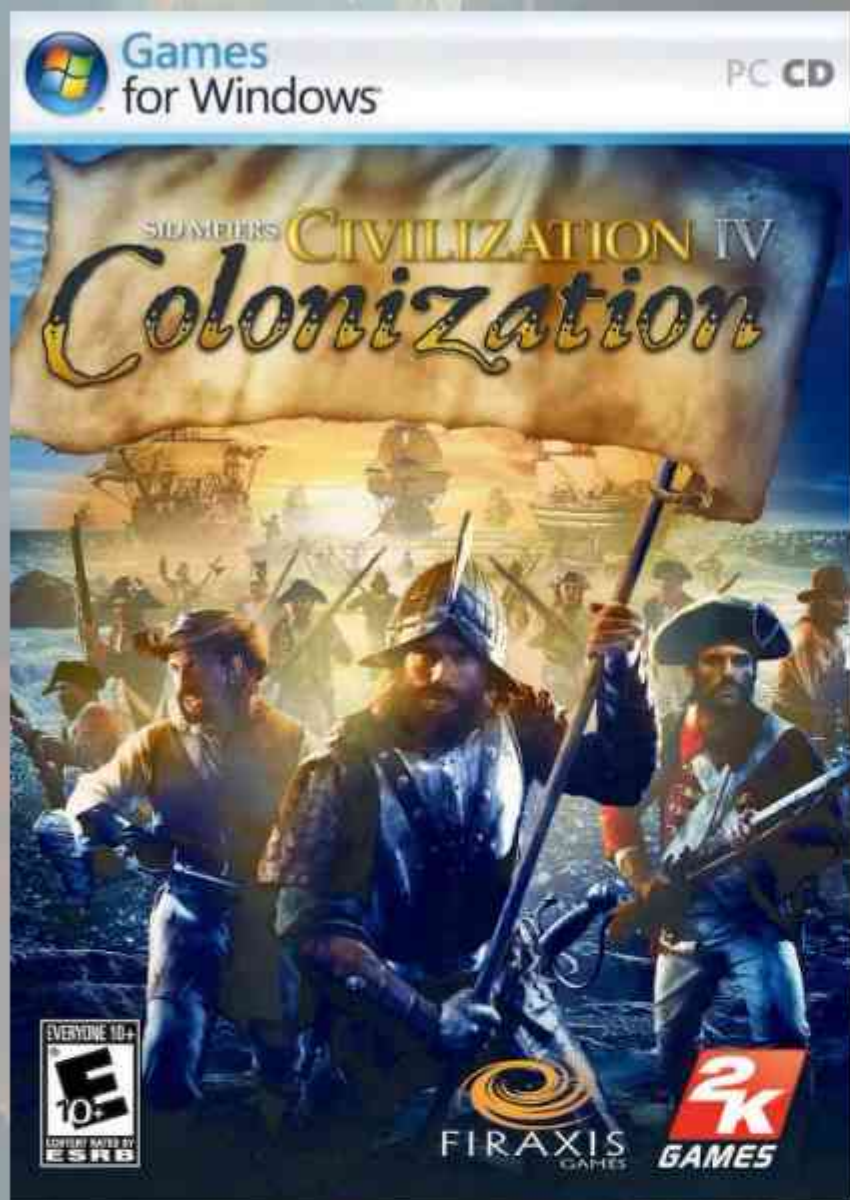
**Colonization
zoomed in
tightly on a
specific
historical
window: the
European
exploration and
colonization of**

the Americas between

1492 and the late 1700s.

**You played as one of four European
powers (England, France, Spain, or the
Netherlands).**

Sid Meier's Civilization



2008 Civilization IV: Colonization

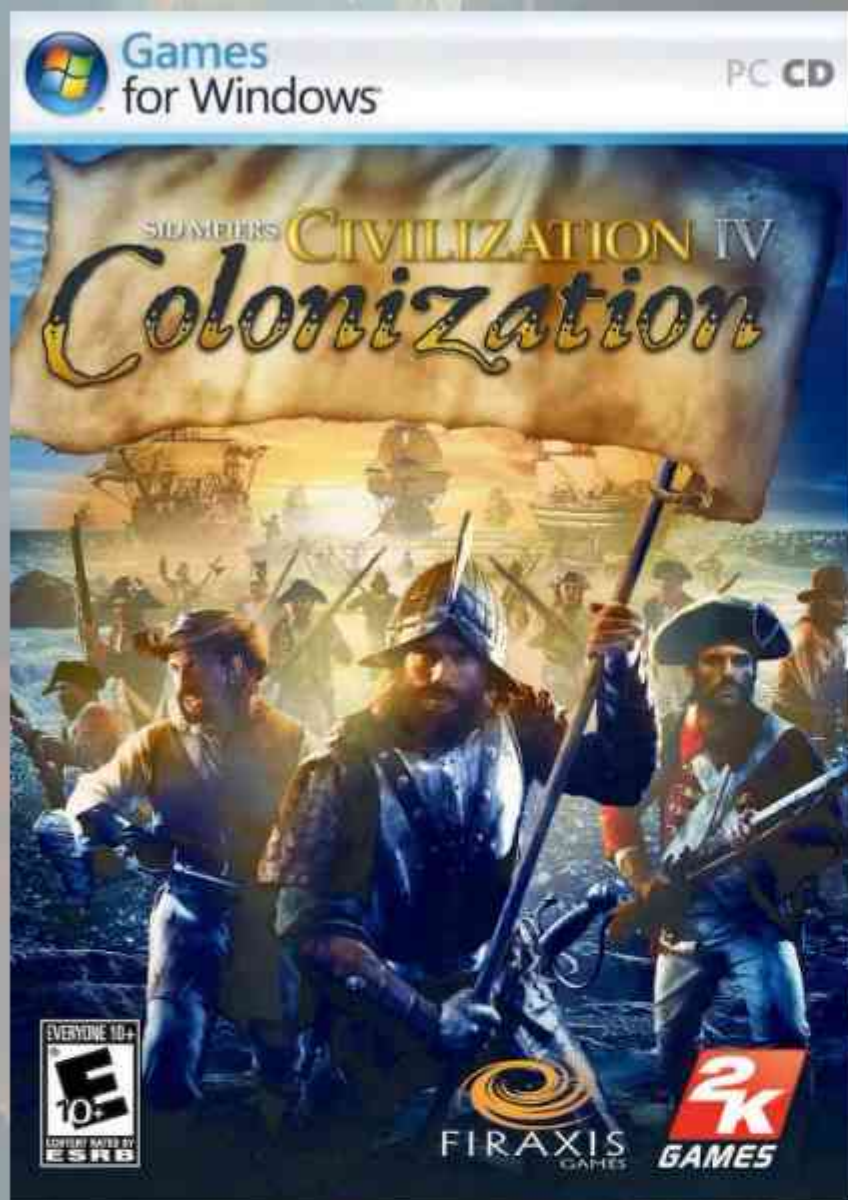
Your goal wasn't just to conquer your neighbors, but to manage a complex economic supply chain.

navigate tense relationships

with Indigenous nations, and ultimately declare independence from your mother country.

Key Mechanics That Defined the Game The Atlantic Economy:

Sid Meier's Civilization



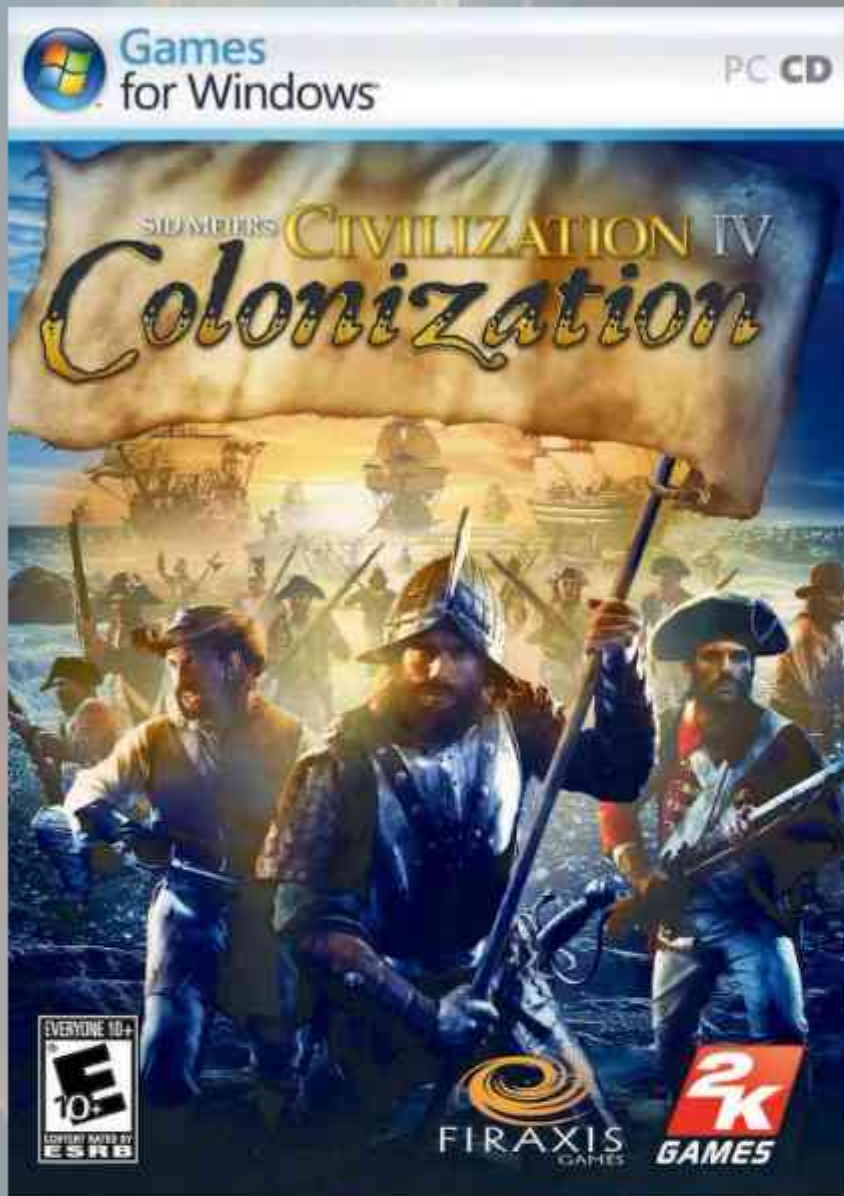
2008 Civilization IV: Colonization

**You couldn't
survive on local
production
alone.**

**You had to
harvest raw
materials (like
tobacco, sugar,
and fur).**

**process them into refined goods (like
cigars, rum, and coats), and load them
onto ships to sell back in Europe to fund
your colony.**

GAMERR Sid Meier's Civilization



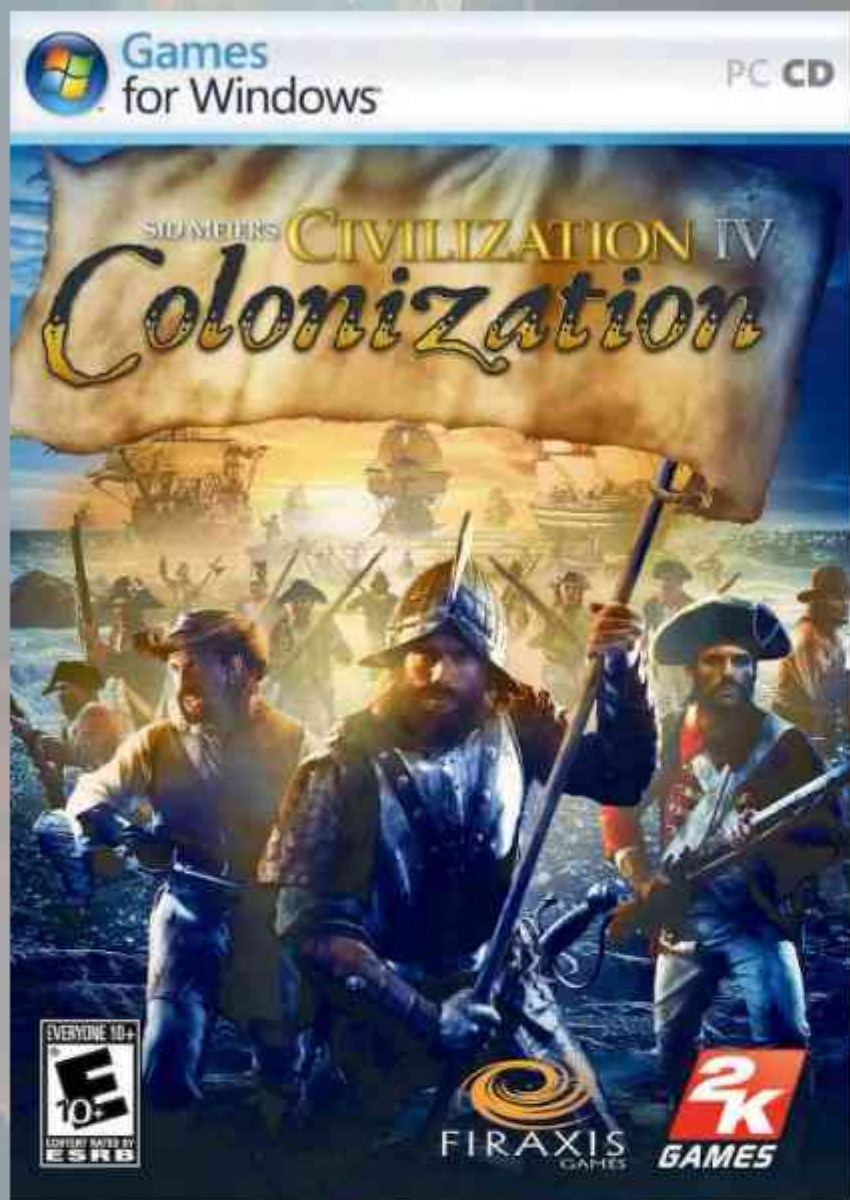
**2008 Civilization
IV: Colonization
Micro-Managing
Specialists:**

**Unlike the main
Civ games where
citizens are
largely abstract.**

**individual
colonists here
had specific
professions.**

**A Master Sugar
Planter was
vastly more
efficient at
harvesting sugar.**

Sid Meier's Civilization



2008 Civilization IV: Colonization

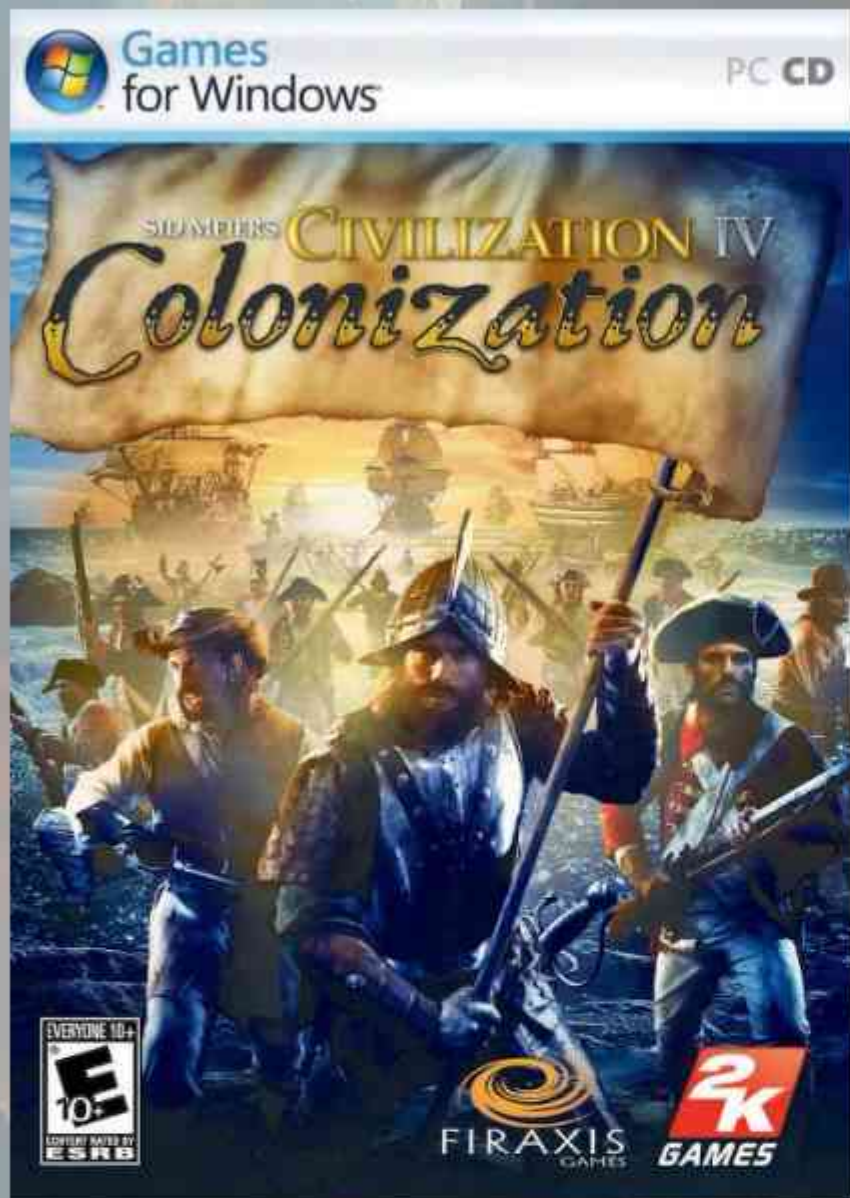
**while a Master
Distiller was
required to
efficiently turn
that sugar into
profitable rum.**

**The Continental
Congress:**

**As you generated "Liberty Bells"
(political sentiment).**

**you could induct founding fathers into
your Continental Congress.**

Sid Meier's Civilization



2008 Civilization IV: Colonization

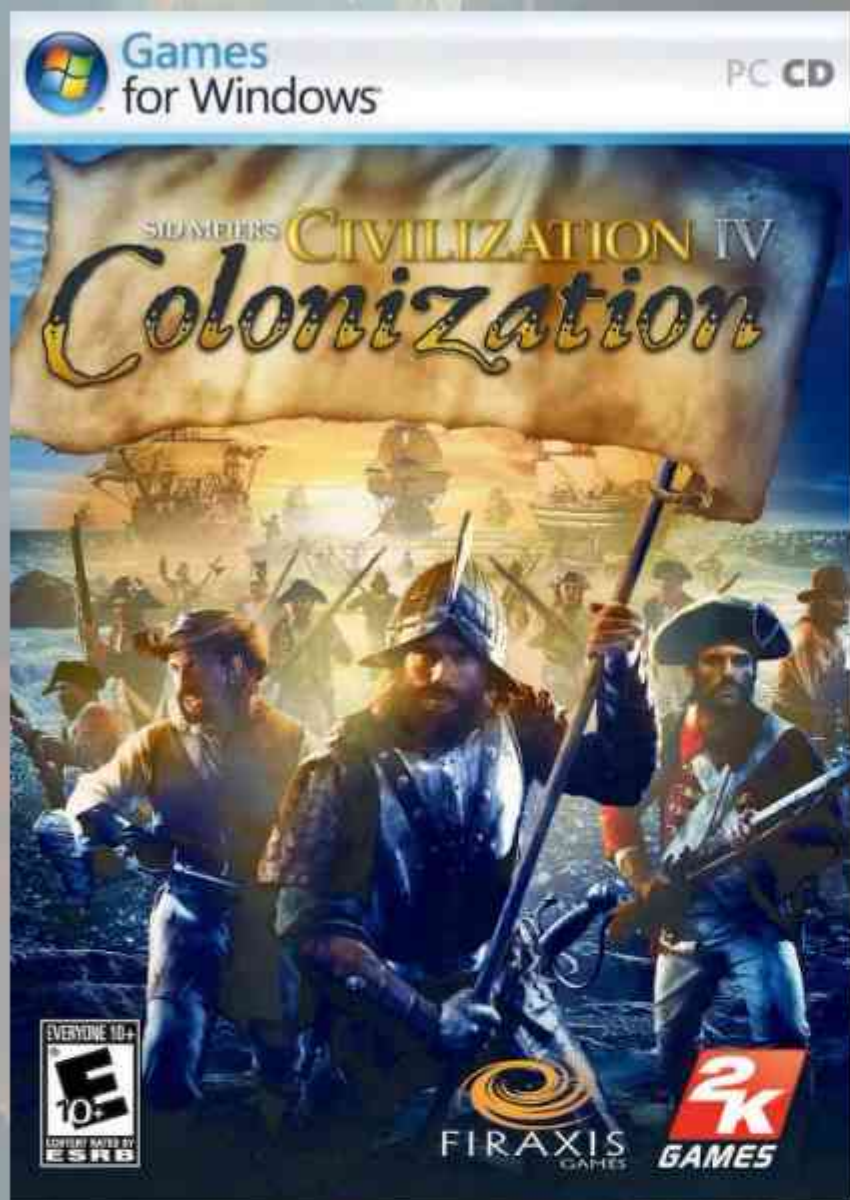
Historical figures like Benjamin Franklin, Simon Bolivar, or Pocahontas joined your cause, granting powerful,

permanent empire-wide bonuses.

The War of Independence: The ultimate endgame.

Once your colony's desire for freedom crossed 50%, you could declare independence.

Sid Meier's Civilization

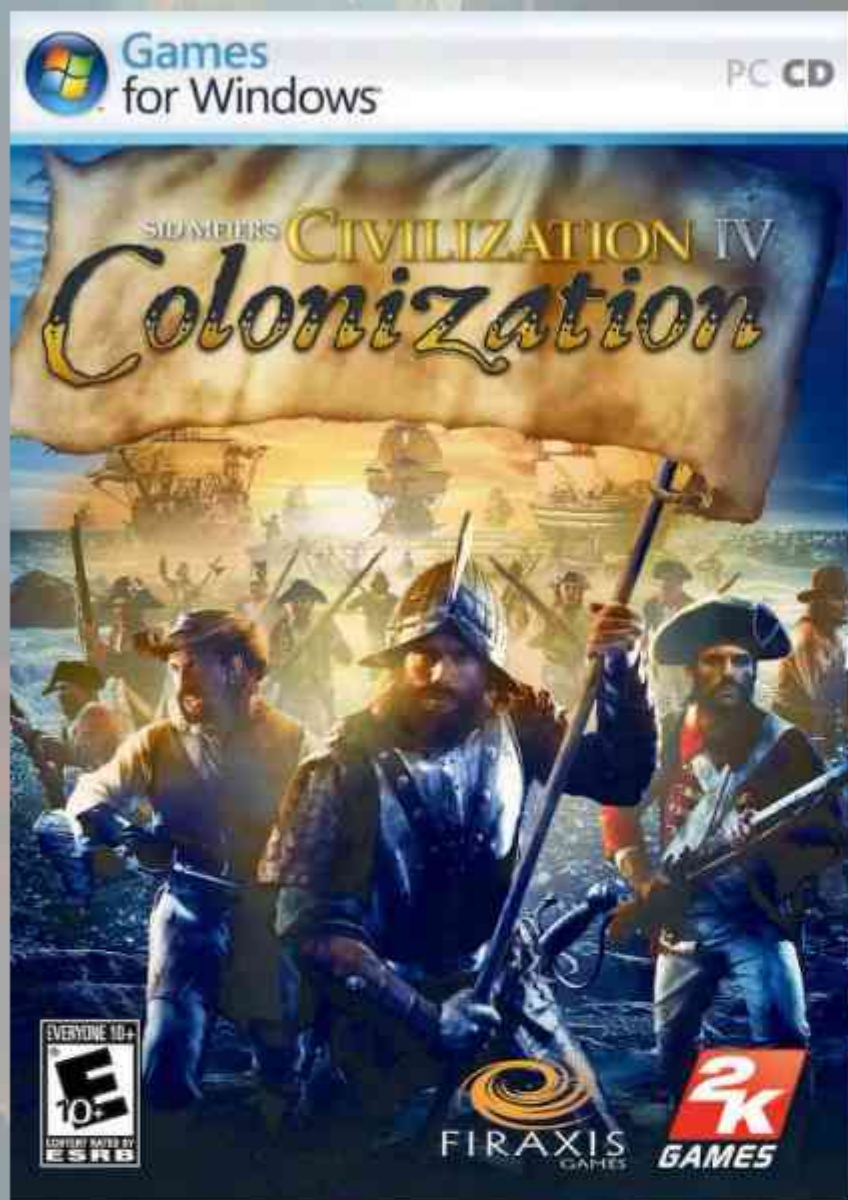


2008 Civilization IV: Colonization

**At that moment,
your corrupt
European
monarch would
send a massive,
terrifying Royal
Expeditionary
force across the
ocean.**



**The final phase of
the game became
a brutal,
desperate war of
survival to defend
your new nation.**



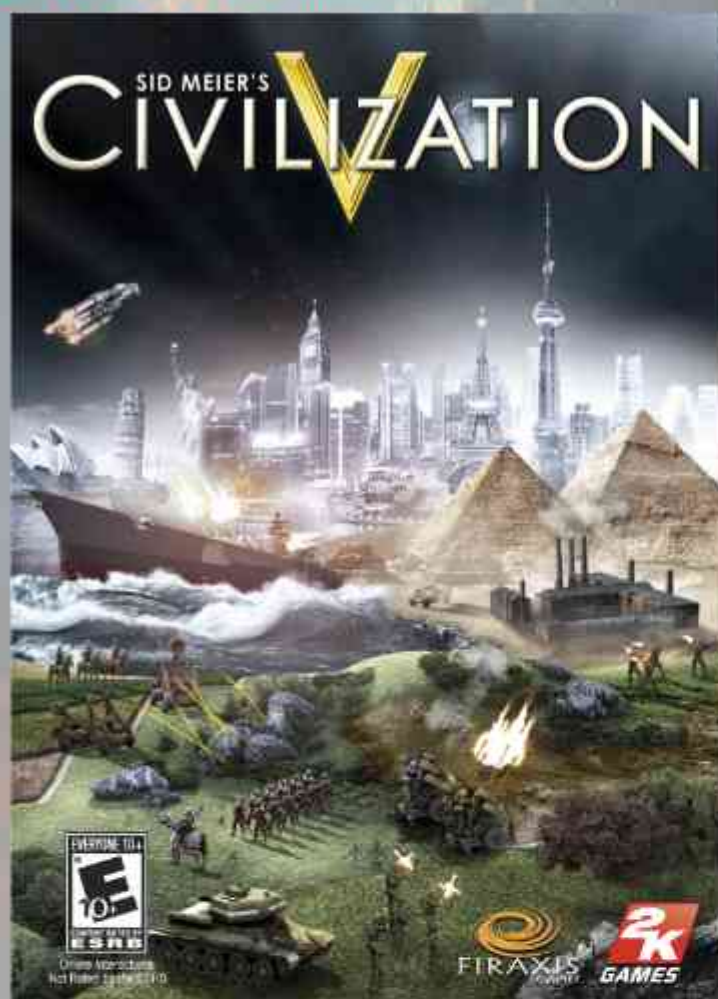
2008 Civilization IV: Colonization

legacy

Civilization IV: Colonization is fondly remembered as a deep, tightly focused economic simulation.

It swapped out the grand, multi-millennium scope of the mainline series for a tense, atmospheric, and highly repayable survival strategy game.

Sid Meier's Civilization



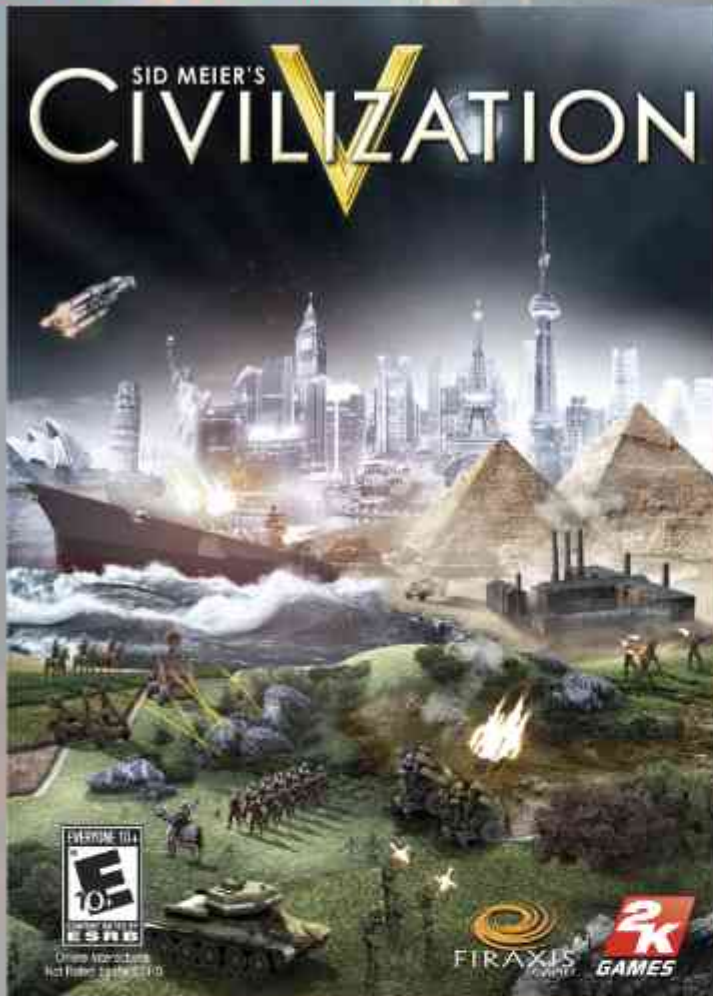
2010 Civilization V
Released in
September 2010. Sid
Meier's Civilization V
(Civ V) turned out to
be one of the most
polarizing yet
ultimately
successful and
influential chapters
in the entire franchise.

led by designer Jon Shafer.

the team didn't just iterate on Civ IV—
they threw out some of the most
fundamental rules of the series and
rebuilt the game from scratch.

Sid Meier's Civilization

GAMER Sid Meier's Civilization



2010 Civilization V

Causing massive debates among hardcore strategy fans.

The Big Two: Hexes and I UPT

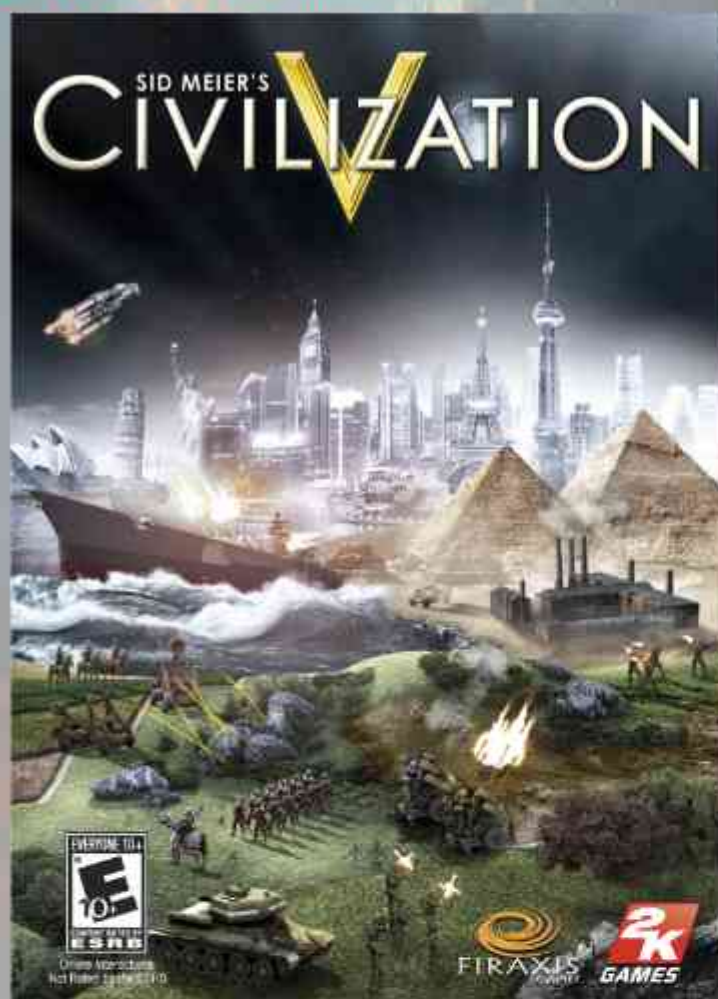
Civ V introduced a pair of

interconnected design choices that completely changed how the game felt, played, and looked:

The Hexagonal Grid:

for nearly twenty years. Civilization had been played on a grid of squares.

Sid Meier's Civilization



2010 Civilization V

Civ V replaced this with hexagons.

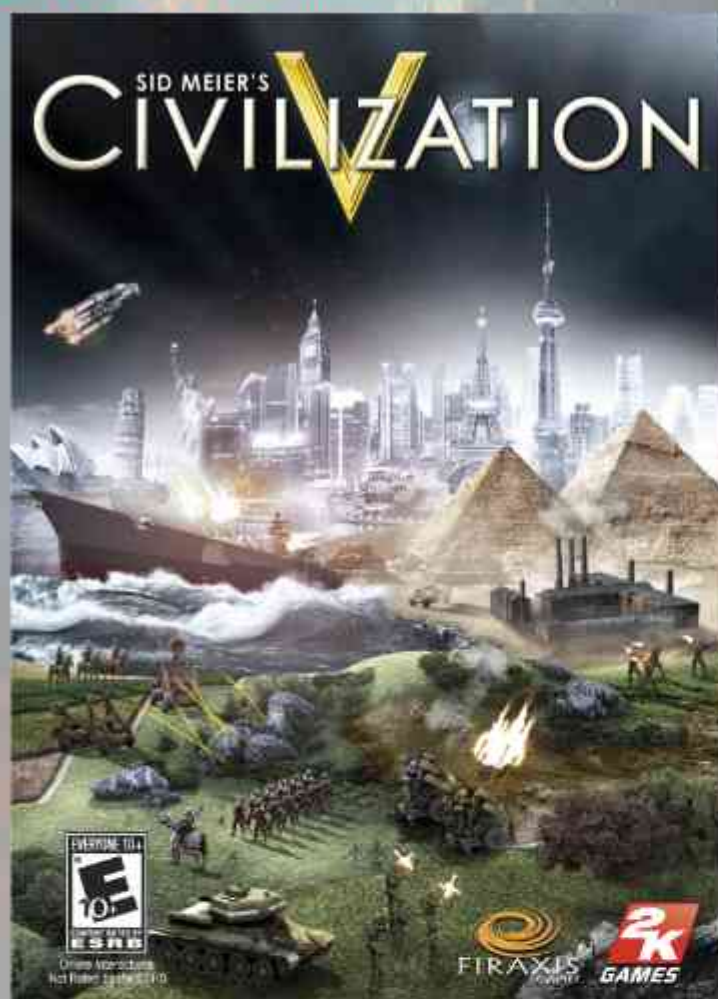
Hexes created a much more natural, organic-looking world map and fixed the classic "diagonal

movement" math issue where moving diagonally on a square grid technically covered more ground.

1 UPT (One Unit Per Tile): This was the real shockwave.

In all previous games.

Sid Meier's Civilization



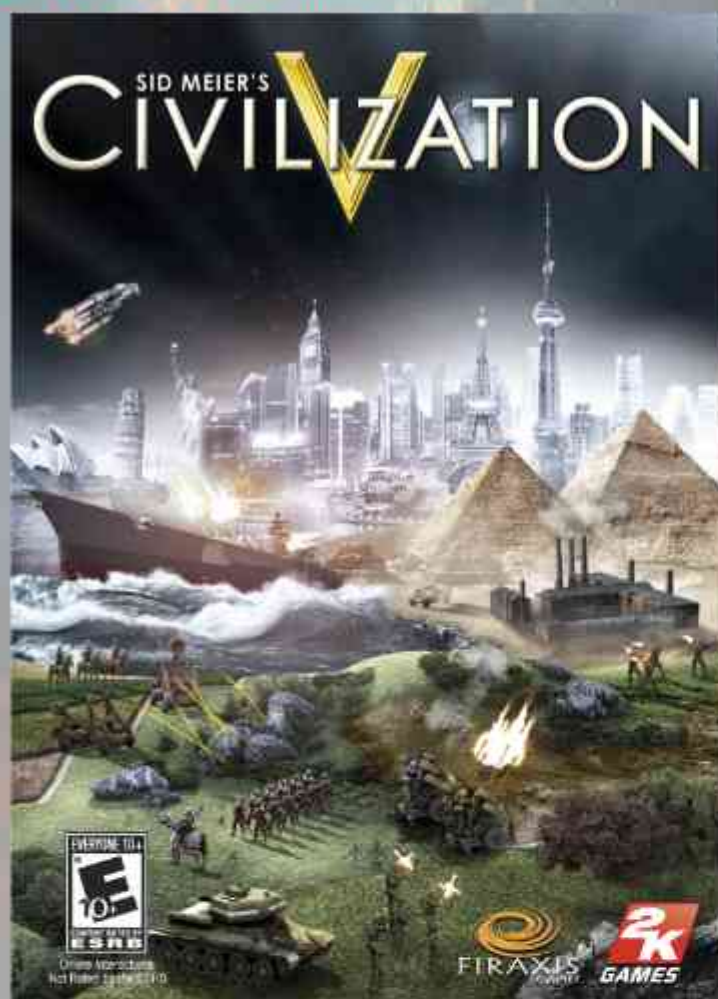
2010 Civilization V
players could stack
an infinite number of
military units into a
single tile, creating
a terrifying,
unstoppable "Stack
of Doom".

Civ V completely
banned this, dictating that only one
military unit could occupy a hex at a
time.

> The Tactical Shift:

Suddenly, Civilization played less like
an abstract economic simulator and
more like a tactical wargame.

Sid Meier's Civilization



2010 Civilization V

Terrain features like choke points, mountains, and rivers became vital to tactical military placement.

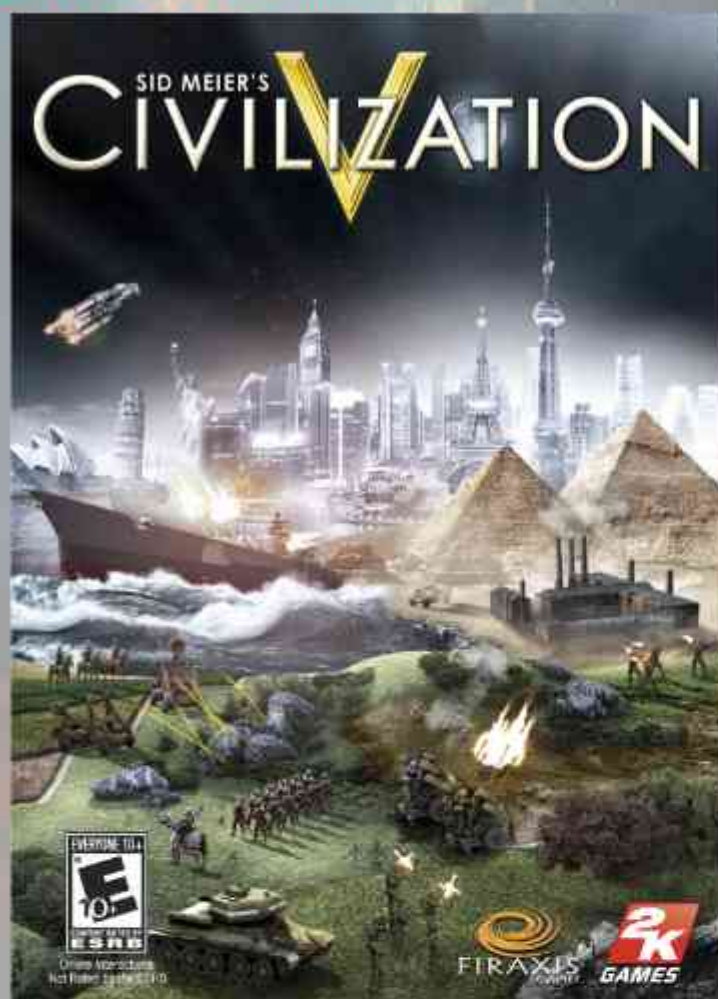
You had to physically position your archers behind a front line of melee infantry, creating sweeping frontlines across the map.

Other Major Redesigns

City-States:

The game introduced independent, single-city nations (like Venice.

Sid Meier's Civilization



2010 Civilization V

**Geneva, or Seoul)
scattered across the
map.**

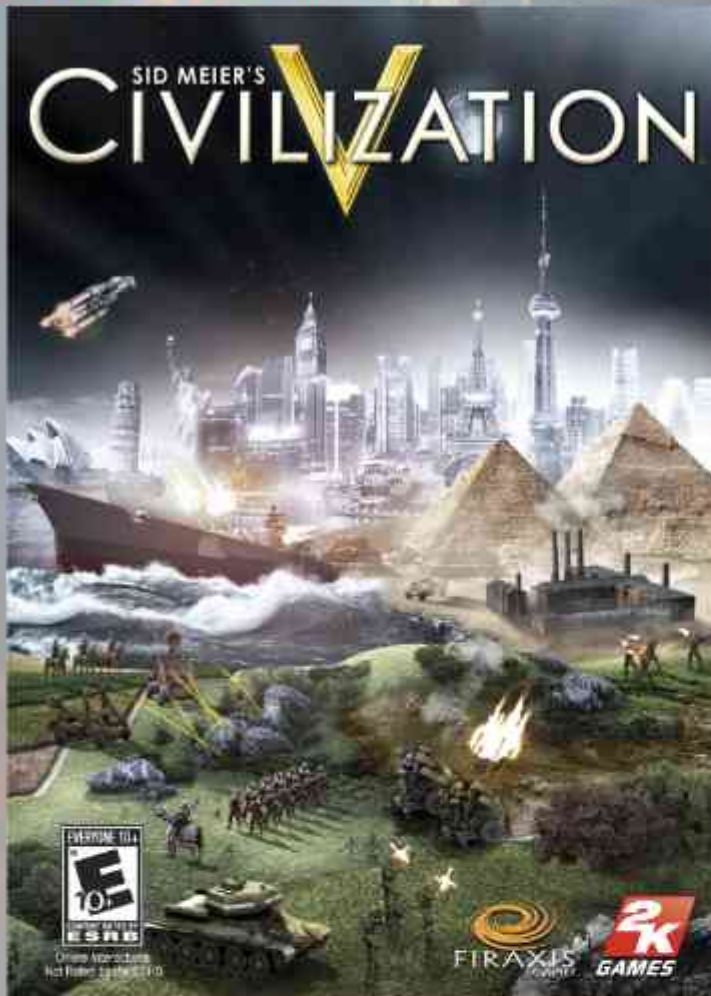
**You couldn't win
them over by
traditional
colonization:
instead,**

**you completed quests for them or paid
them gold to earn their strategic
resources, culture, and votes in the
World Congress.**

**No More "Settle Anywhere": In *Civ V*,
un-garrisoned cities could defend
themselves and fire at attackers.**

Sid Meier's Civilization

GAMER Sid Meier's Civilization



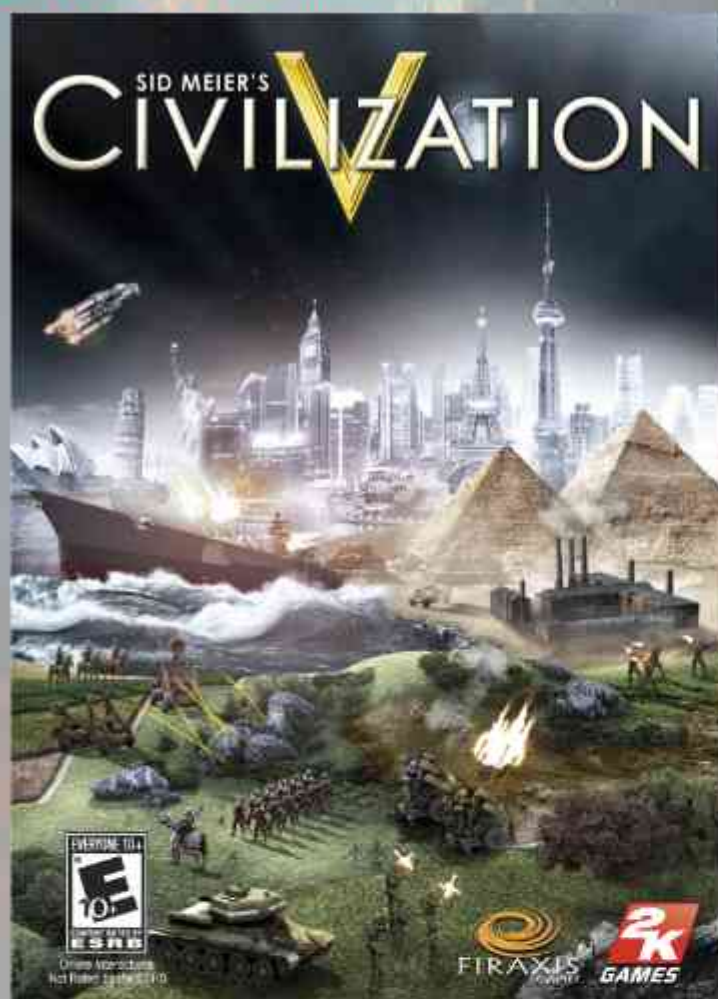
2010 Civilization V

**This meant
barbarian scouts or
weak military units
couldn't just walk
into a defenseless,
newly settled city
and immediately
capture it.**

Social Policies over Civics:

**The modular civic mixing of Civ IV was
replaced by permanent "Social Policy
Trees" (like Tradition, Liberty, or Honor).**

Sid Meier's Civilization



2010 Civilization V

You spent culture points to permanently unlock branches of these trees, shaping your empire's permanent identity over time.

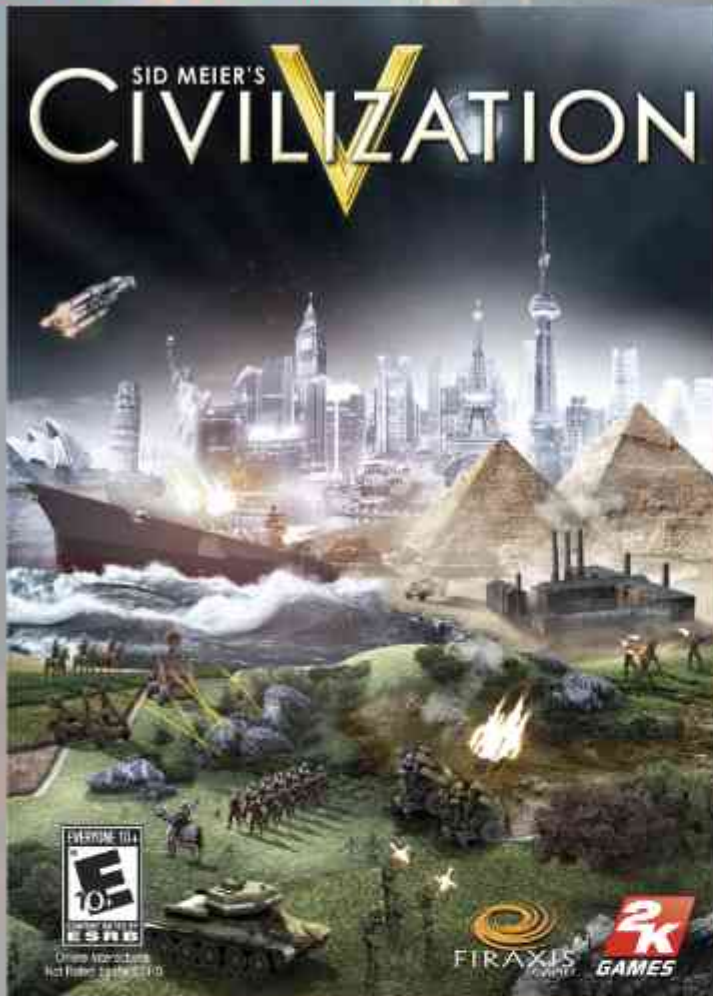
Saved by Its Expansions

At launch, Civ V faced heavy criticism from veterans.

To make the game accessible, the launch version completely removed foundational systems like religion and espionage.

Sid Meier's Civilization

GAMER Sid Meier's Civilization



2010 Civilization V

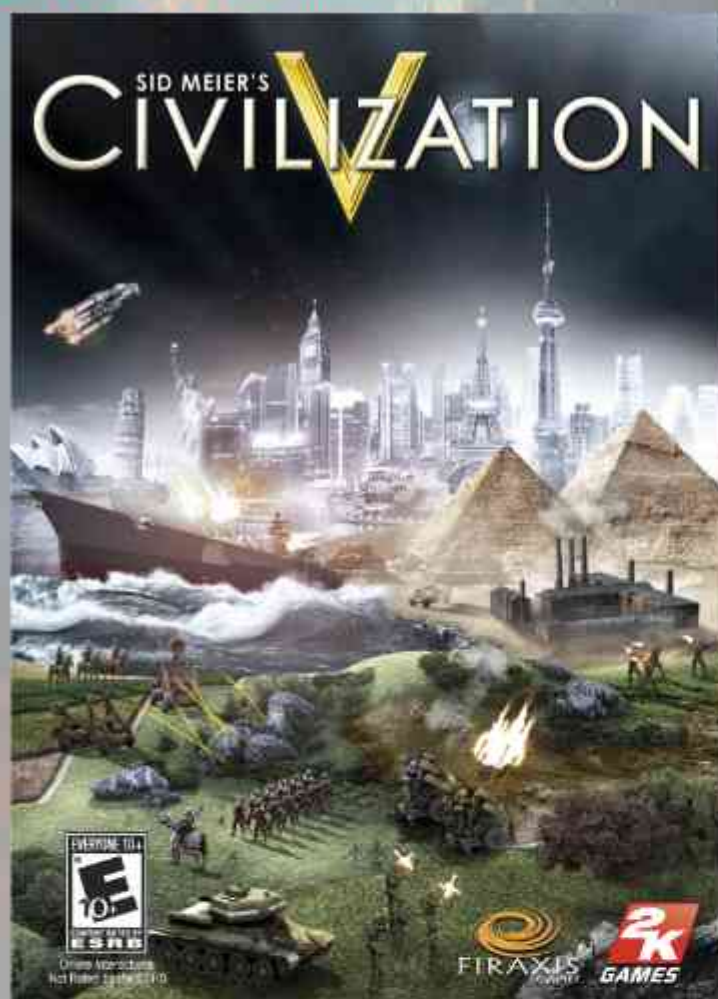
However, Firaxis used two massive expansions to turn the game into a masterpiece:

1. Gods & Kings (2012): Brought back a deep, customizable religion system and re-

introduced espionage mechanics.

2. Brave New World (2013): Completely revolutionized the endgame by introducing international trade routes, tourism as a cultural weapon, an archaeology mechanic, and a deeply political World Congress.

Sid Meier's Civilization



2010 Civilization V

With both expansions installed, Civ V achieved a legendary status that kept it at the top of Steam's most-played charts for nearly a decade.

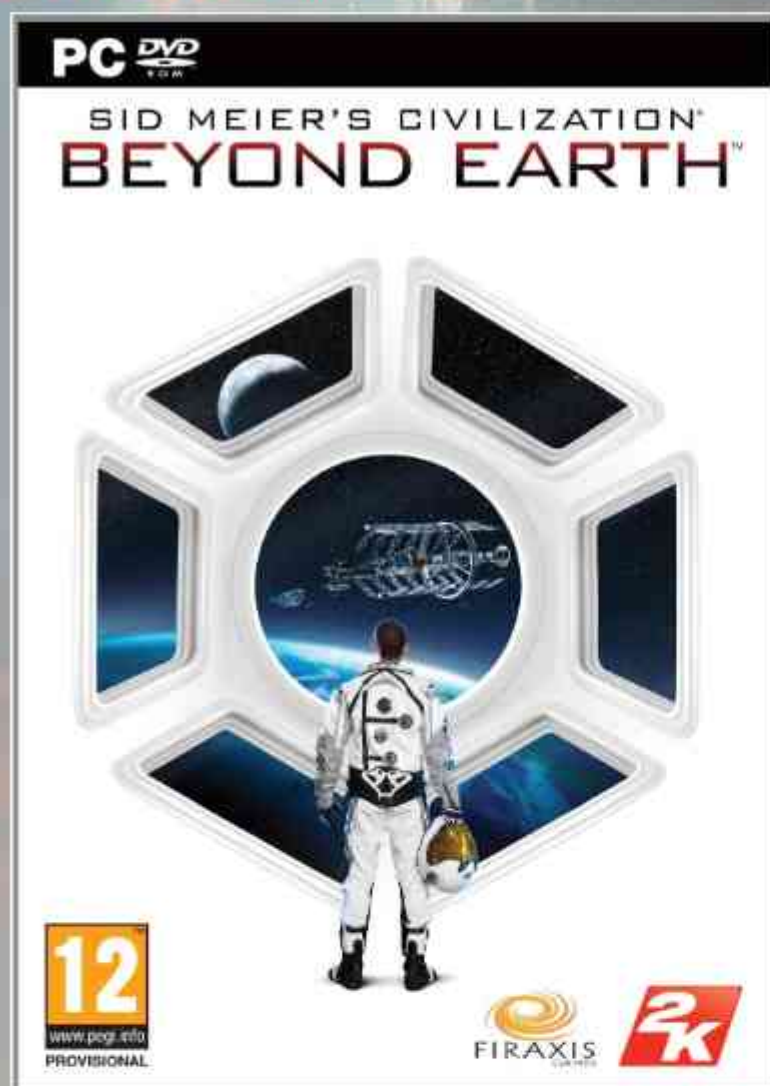
striking a flawless balance between beautiful

presentation,

tactical combat, and "just one more turn" addictive depth.



Sid Meier's Civilization



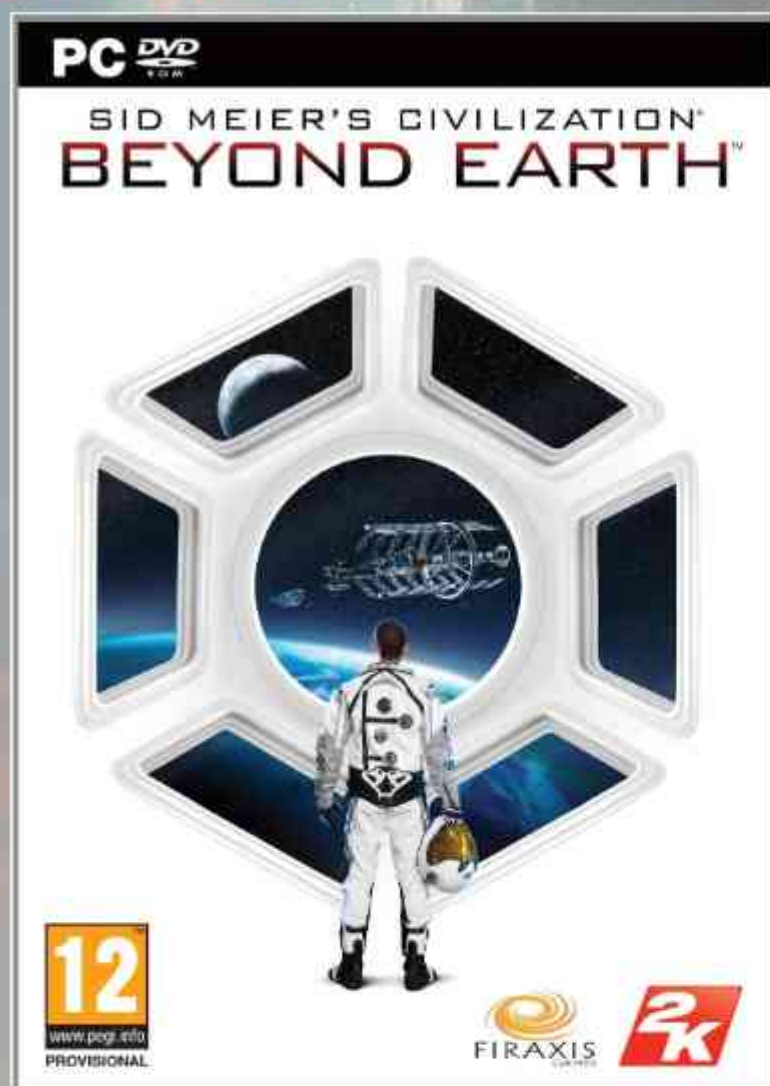
2014 Civilization: Beyond Earth

**Released in
October 2014.
***Sid Meier's
Civilization:
Beyond Earth
served as a
spiritual successor
to the 1999 classic**

**Alpha Centauri. built directly on the
upgraded hexagonal engine of
Civilization V.**

**The game begins where standard
Civilization games end.**

Sid Meier's Civilization



2014 Civilization: Beyond Earth

**In the wake of a
vague global
catastrophe on
Earth known as
"The Great
Mistake,"**

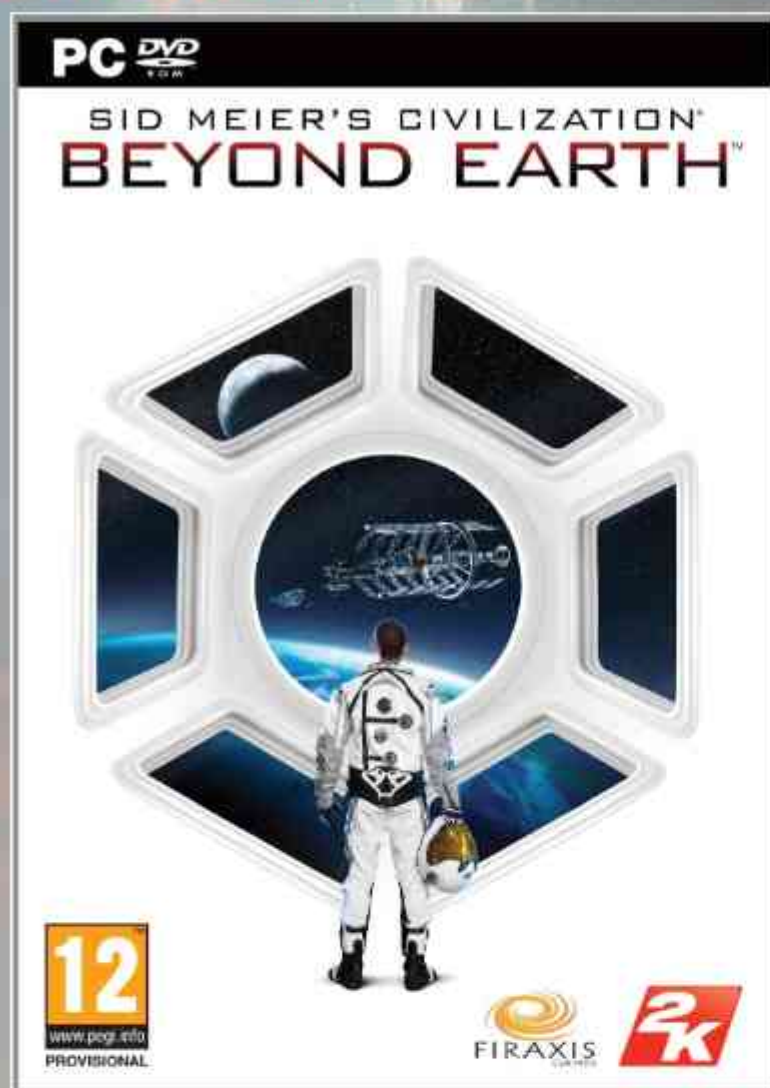
**humanity launches
colony ships into**

the cosmos.

**You step out of the spacecraft onto an
untamed.**

**highly hostile alien planet filled with
toxic miasma, massive siege worms, and
glowing alien nests.**

Sid Meier's Civilization



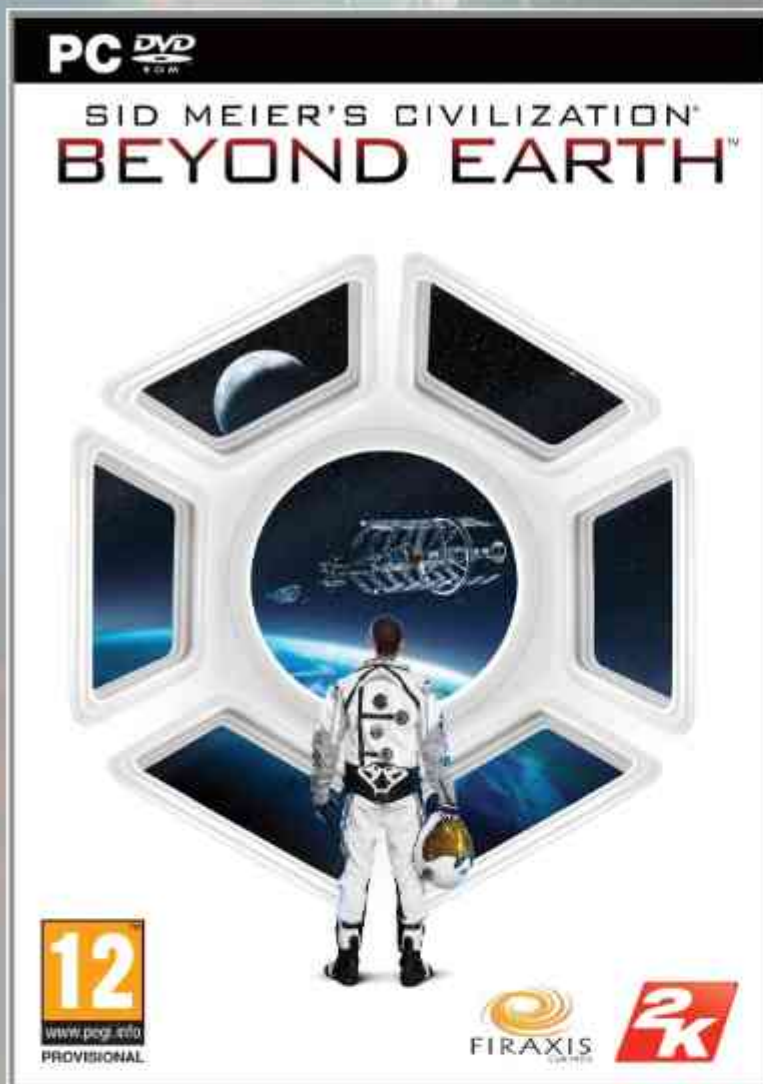
2014 Civilization: Beyond Earth

**### The Core
Innovations Beyond
Earth* threw out
several historical
constraints of the
mainline series to
embrace its sci-fi
setting:**

The Tech Web:

**Instead of a linear, left-to-right historical
timeline (like Bronze Age to Space Age).
Beyond Earth introduced a massive, non-
linear **Tech Web**.**

GAMER Sid Meier's Civilization



2014 Civilization: Beyond Earth

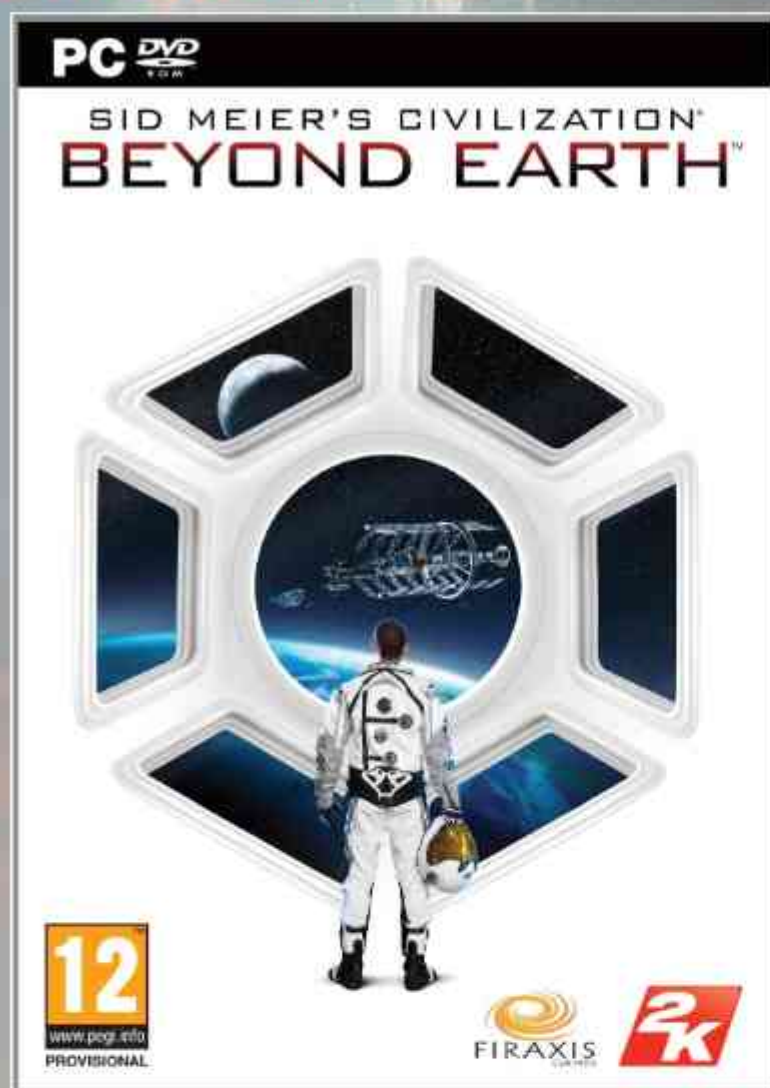
Players started in the center and researched outward in any direction they chose—branching into genetic engineering,

artificial intelligence, or orbital robotics.

The Orbital layer:

The game featured a secondary tactical map floating directly above the main hex grid.

Sid Meier's Civilization



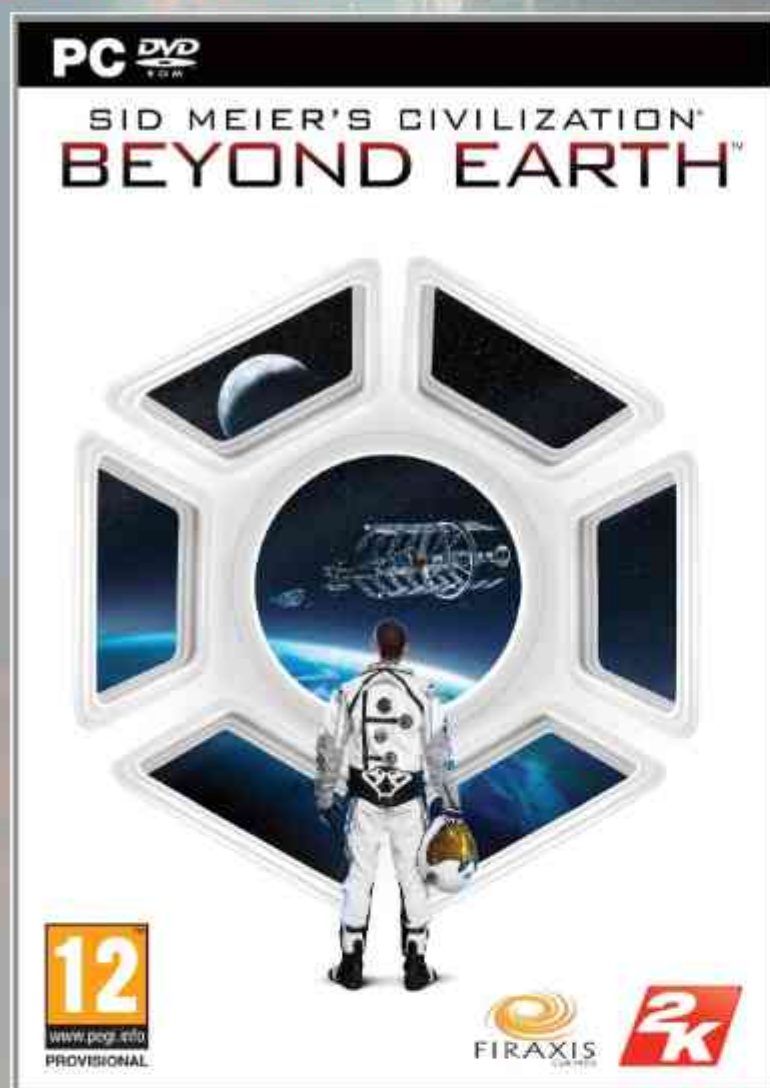
2014 Civilization: Beyond Earth

You could launch satellites into orbit to grant economic bonuses to your cities, clear toxic miasma, or rain down weaponized laser strikes on enemy armies.

The Three Affinities:

Rather than picking a government, your civilization's ideology and physical evolution were dictated by three Affinities.

Sid Meier's Civilization



2014 Civilization: Beyond Earth

**which completely
changed how your
units looked and
behaved:
Harmony:
Adapting human
genetics to fit the
new world.**

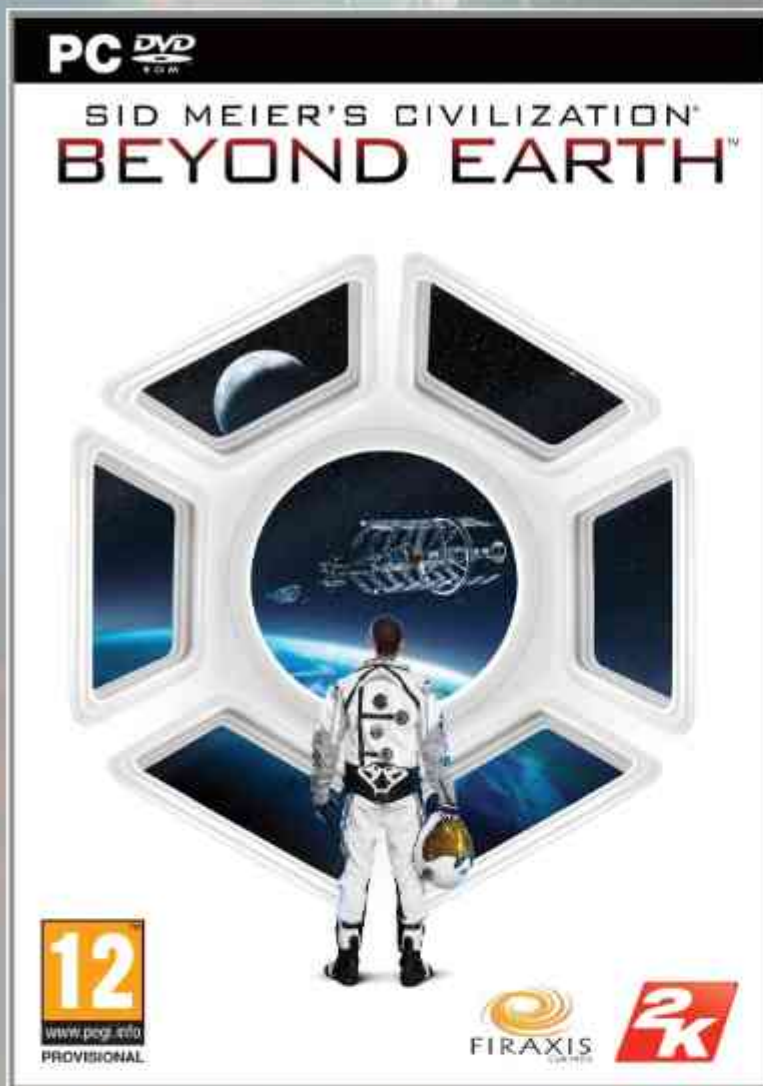
**Your units became sleek, integrated with
alien DNA, and immune to toxic miasma.**

**Purity: Preserving humanity's original
Earth form at all costs.**

**Your faction built floating, heavily
armored retro-tanks and fortresses.**

Sid Meier's Civilization

GAMER Sid Meier's Civilization



2014 Civilization: Beyond Earth

**Supremacy:
Embracing
cybernetics and
artificial
intelligence.**

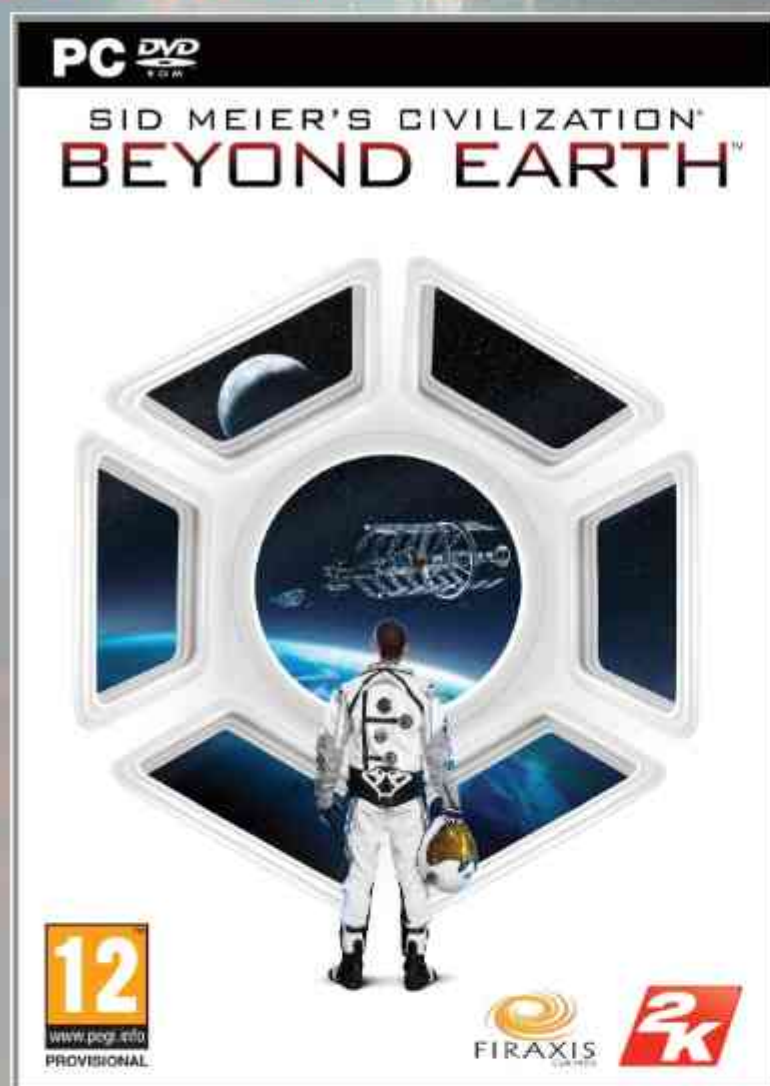
**Your people shed
their flesh to
become highly**

connected, mechanical cyborgs.

Expansion: Rising Tide (2015)

**The game's true potential came to light
with its major expansion pack, Rising
Tide.**

Sid Meier's Civilization



2014 Civilization: Beyond Earth

**which radically
redesigned how
players interacted
with the alien
world:**

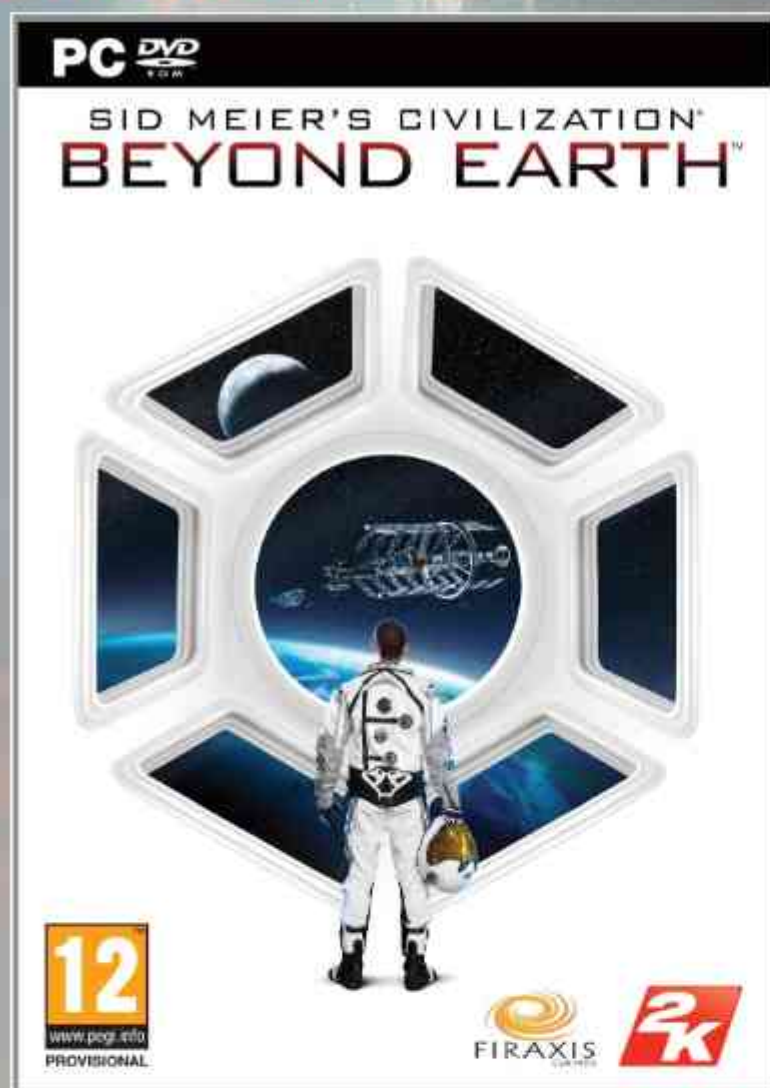
**| Feature | Base
Game (2014) |
Rising Tide (2015)**

Expansion |

| - | - | - |

**| Ocean Gameplay | Oceans were
simple, passive barriers between
continents.**

Sid Meier's Civilization



2014 Civilization: Beyond Earth

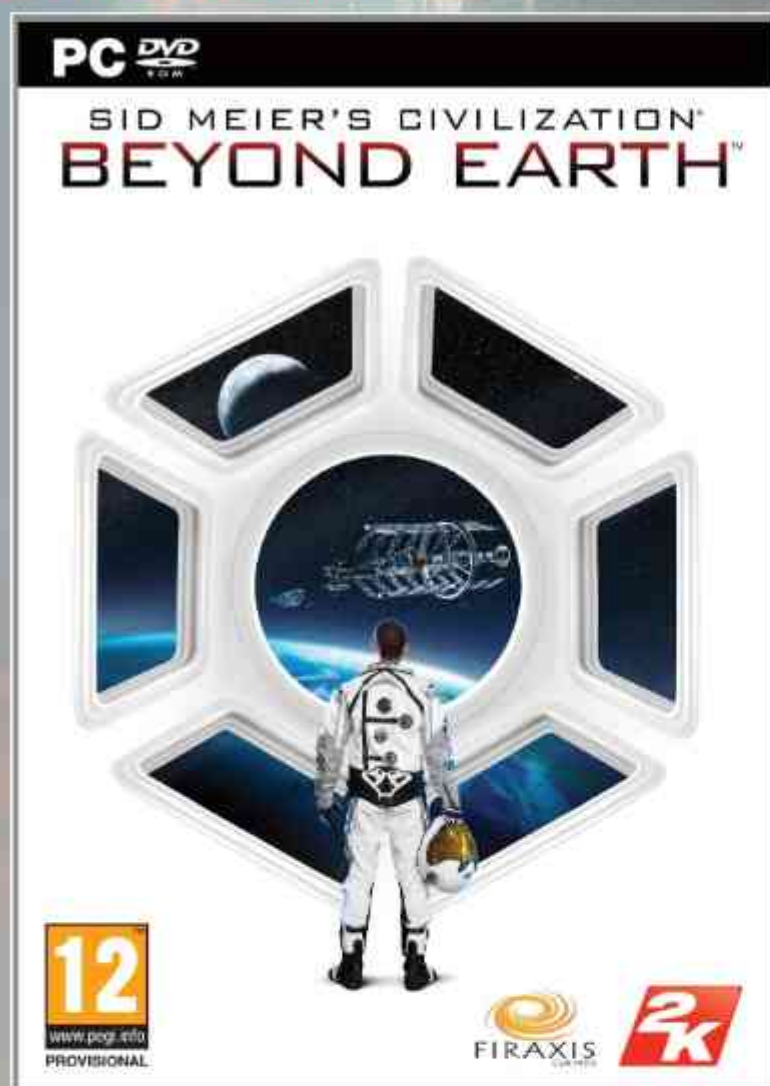
**| Aquatic Cities
could be built on
water. physically
moved across
hexes. and
harvested resources
from the sea floor.**

|

**| Diplomacy | Standard. text-heavy
system copied from Civ V. |**

**Completely rebuilt around a new
Diplomatic Capital currency.**

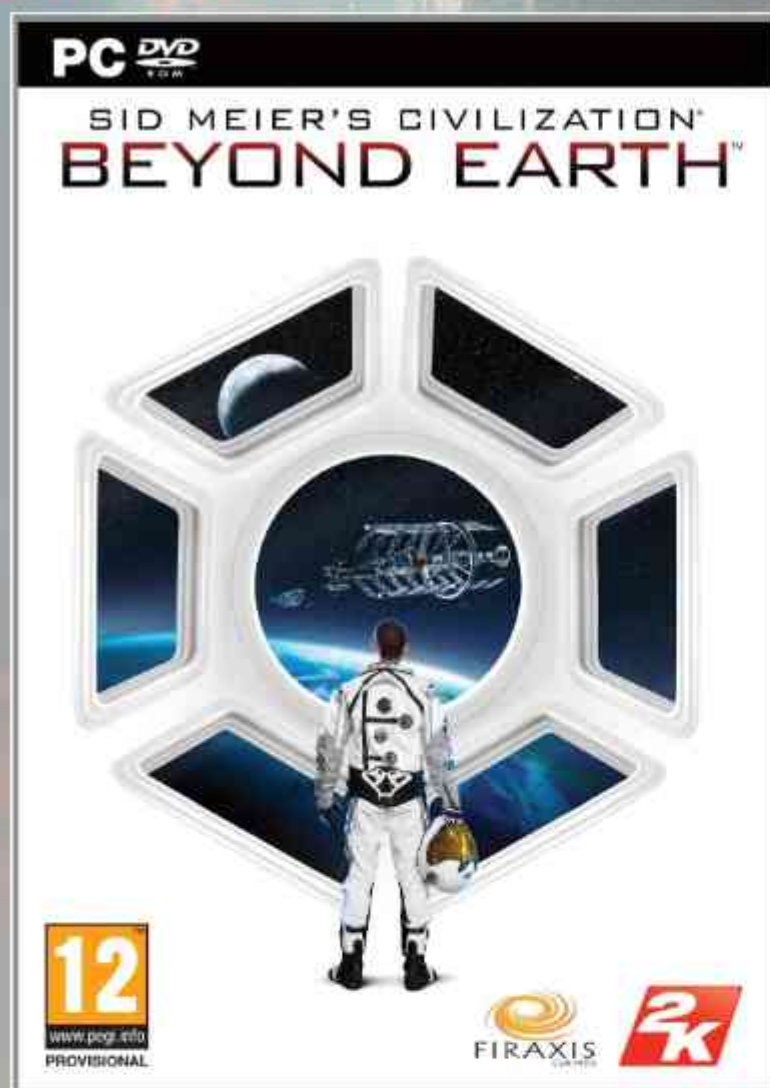
Sid Meier's Civilization



**2014 Civilization:
Beyond Earth**
**allowing you to
buy personality
traits and forge
dynamic alliances.**
| Affinities |
**locked into one of
the three rigid
paths.**

**| Introduced Hybrid Affinities, letting
you mix Harmony/Supremacy (etc.) to
unlock unique units. |**

**### Critical Reception and legacy
Beyond Earth faced a tough uphill
battle.**



2014 Civilization: Beyond Earth

**Hardcore Alpha
Centauri veterans
felt it lacked the
deep.**

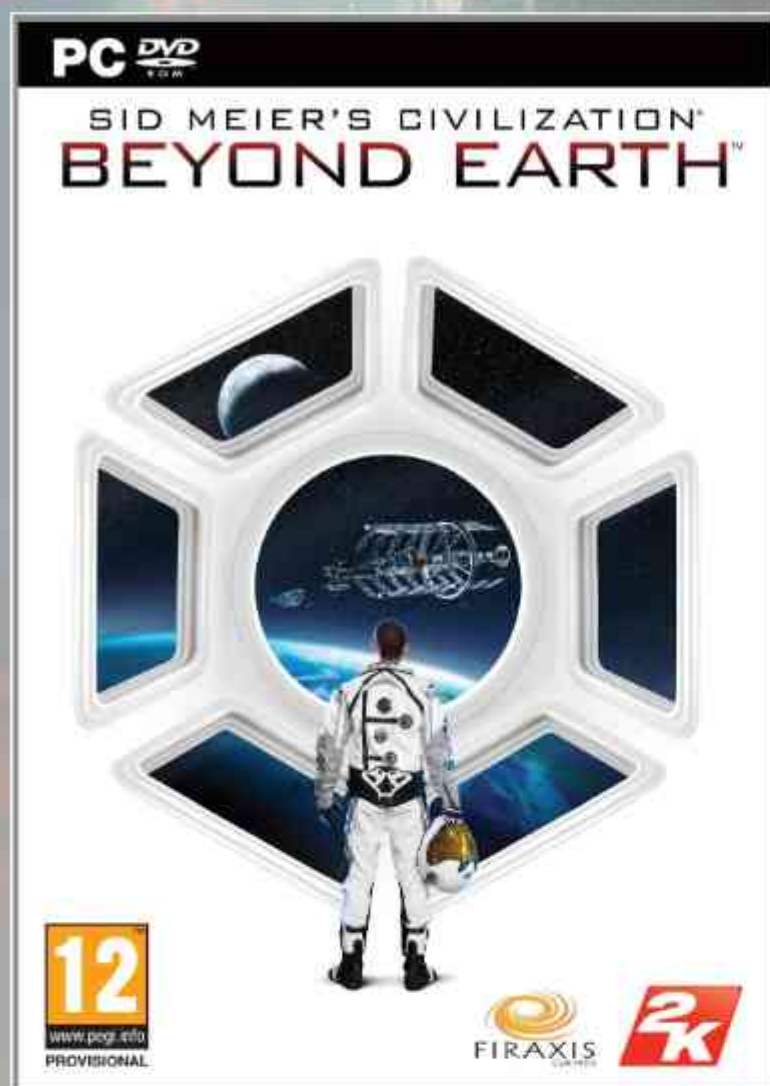
**distinct
philosophical
personalities of the
1999 faction**

leaders.

**while mainline strategy fans often felt it
played like a sci-fi total conversion mod
of *Civilization V*.**

**However, for players who loved heavy
science-fiction customization.**

Sid Meier's Civilization



**2014 Civilization:
Beyond Earth.**

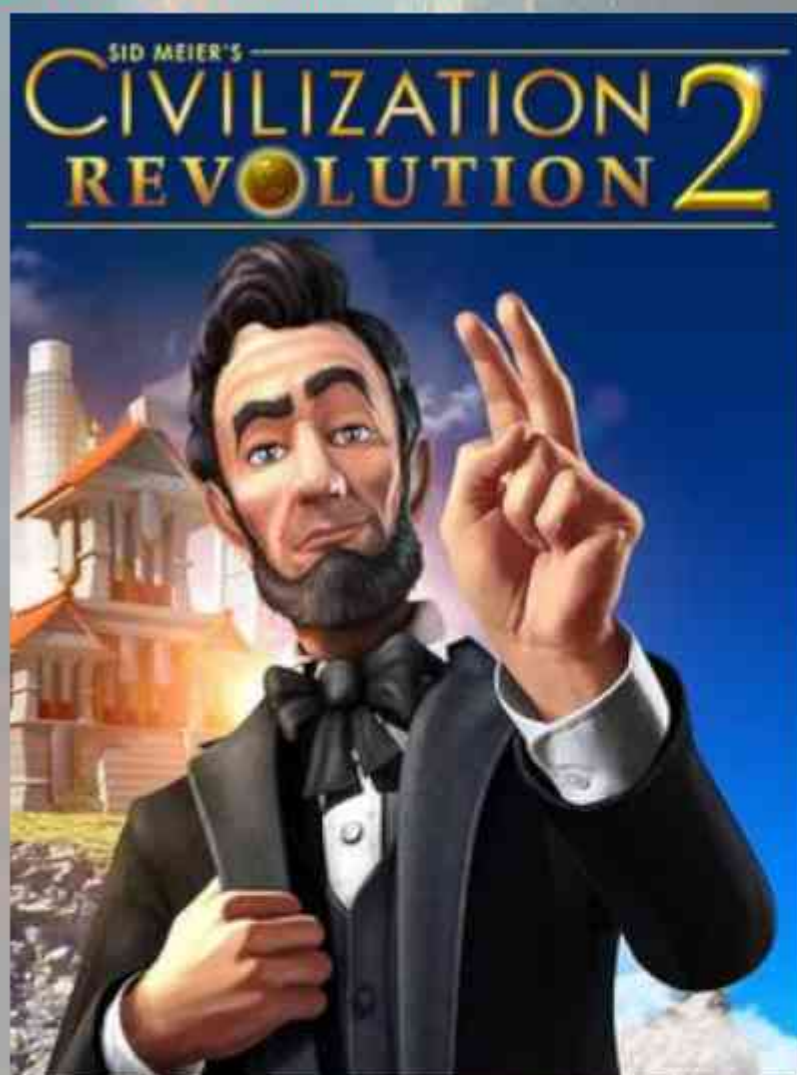
**The ability to
genetically modify
an entire
civilization, tame
alien mega fauna,
and sculpt a new
home from a
hostile planet**

made it a fascinating.

**highly
atmospheric
entry in the
franchise.**



Sid Meier's Civilization



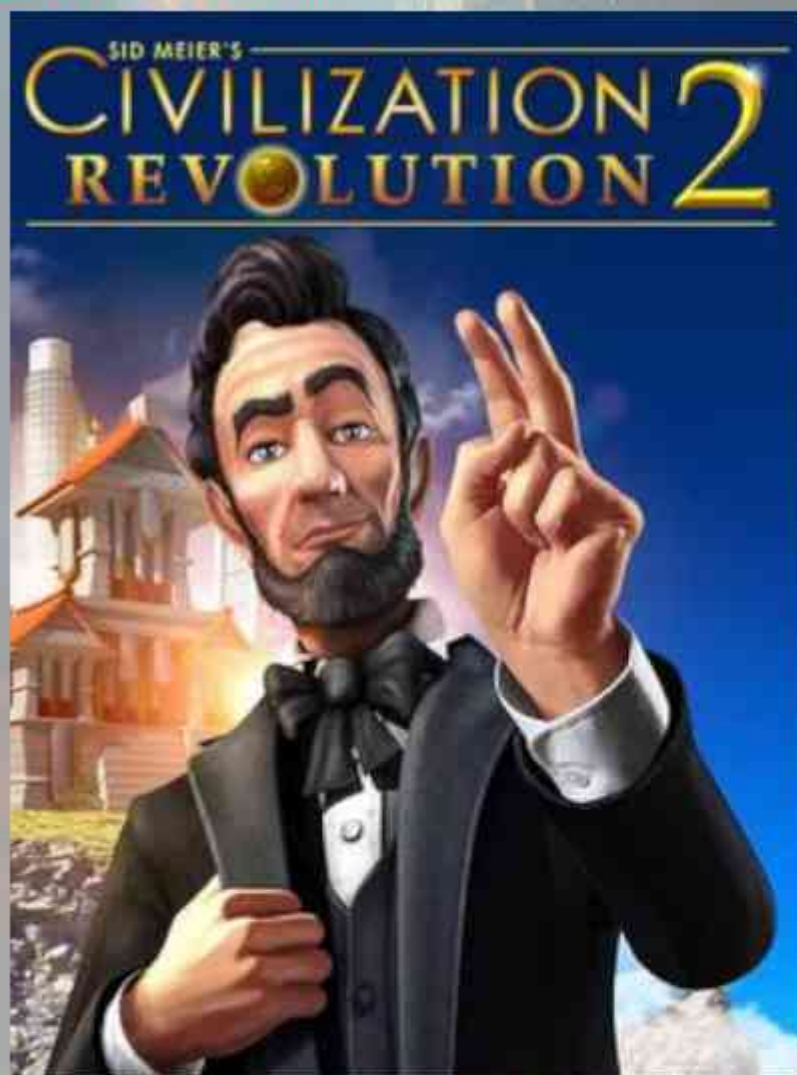
2014 Civilization Revolution 2

**Released in July
2014, Sid Meier's
Civilization
Revolution 2**

**represents a very
specific milestone
for Firaxis: it was
the first game in**

**the Civilization* catalog built and
developed exclusively for mobile devices
(iOS and Android).**

**Rather than being ported down from PCs
or home consoles.**

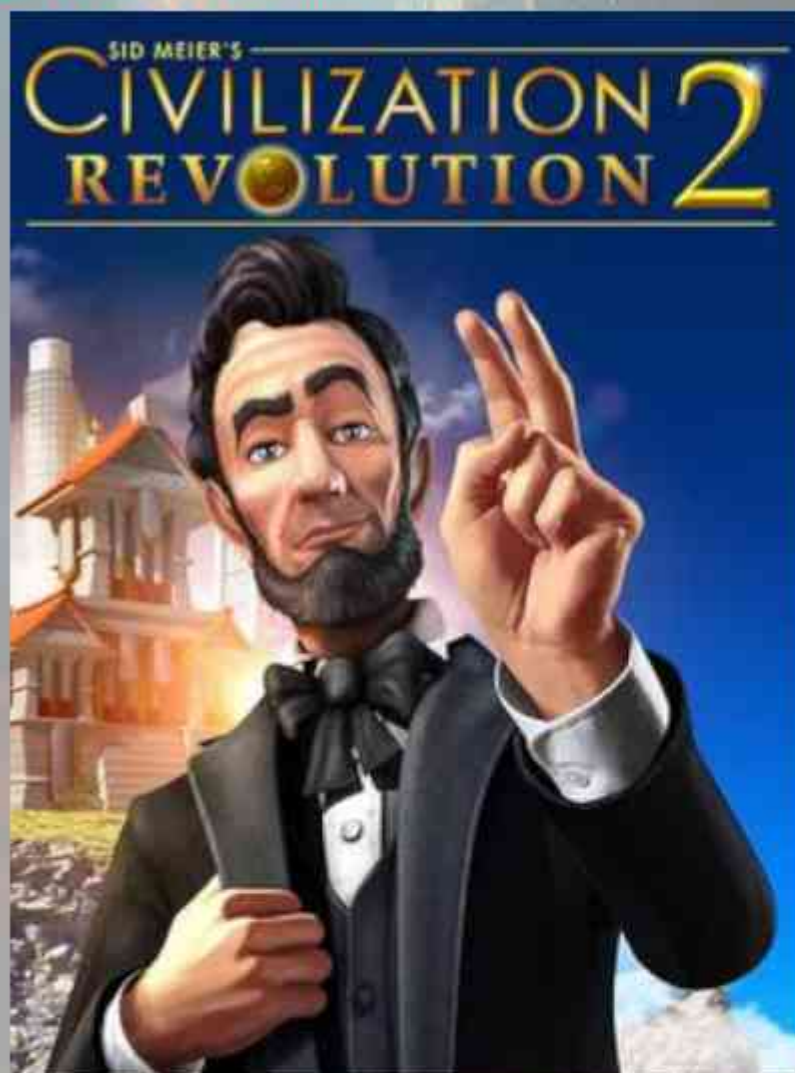


**2014 Civilization
Revolution 2
Instead of
rewriting the
playbook, Civ Rev
2* took the
streamlined,
fast-paced "diet
Civ" blueprint of
the 2008 console**

**original and optimized it for
touchscreens and on-the-go gaming.**

The Main Upgrades

**Because it didn't have to target older
console hardware.**



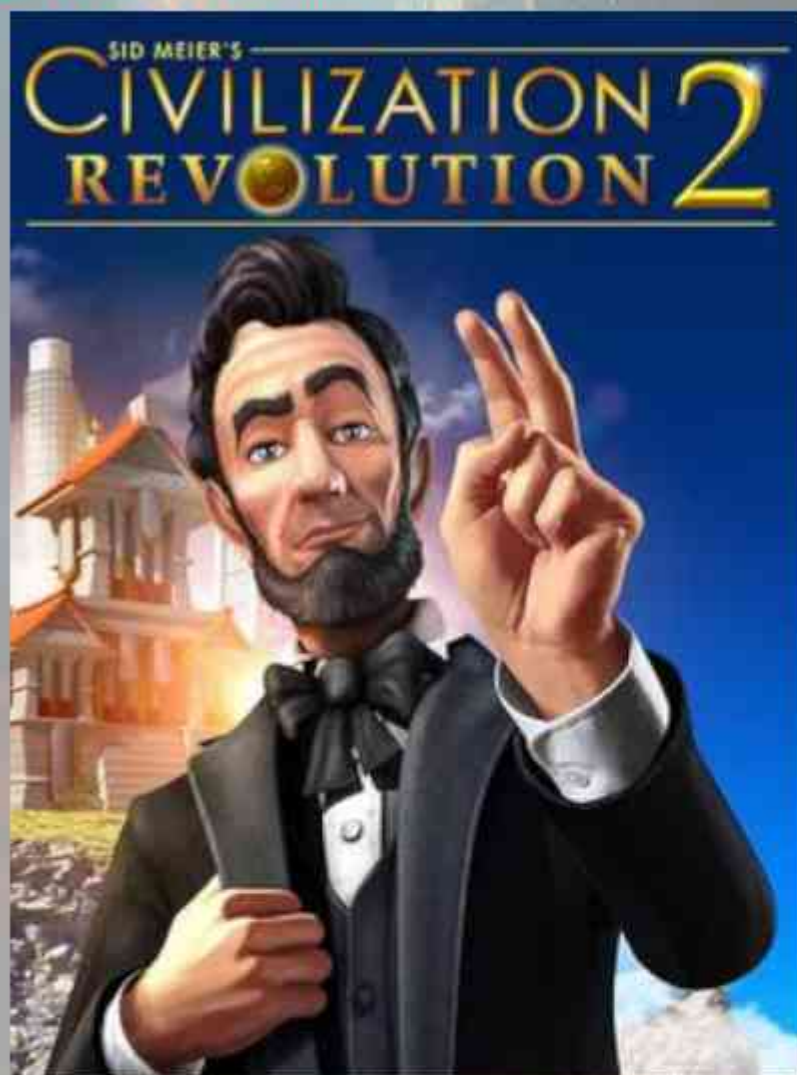
2014 Civilization Revolution 2

**The developers
gave the mobile
sequel a few key
enhancements:**

**A Full 3D Graphic
Overhaul:**

**The 2D sprites and
flat maps of**

**previous mobile attempts were replaced
by a fully rendered, colorful 3D game
engine that brought the game closer to
the look of Civilization IV.**

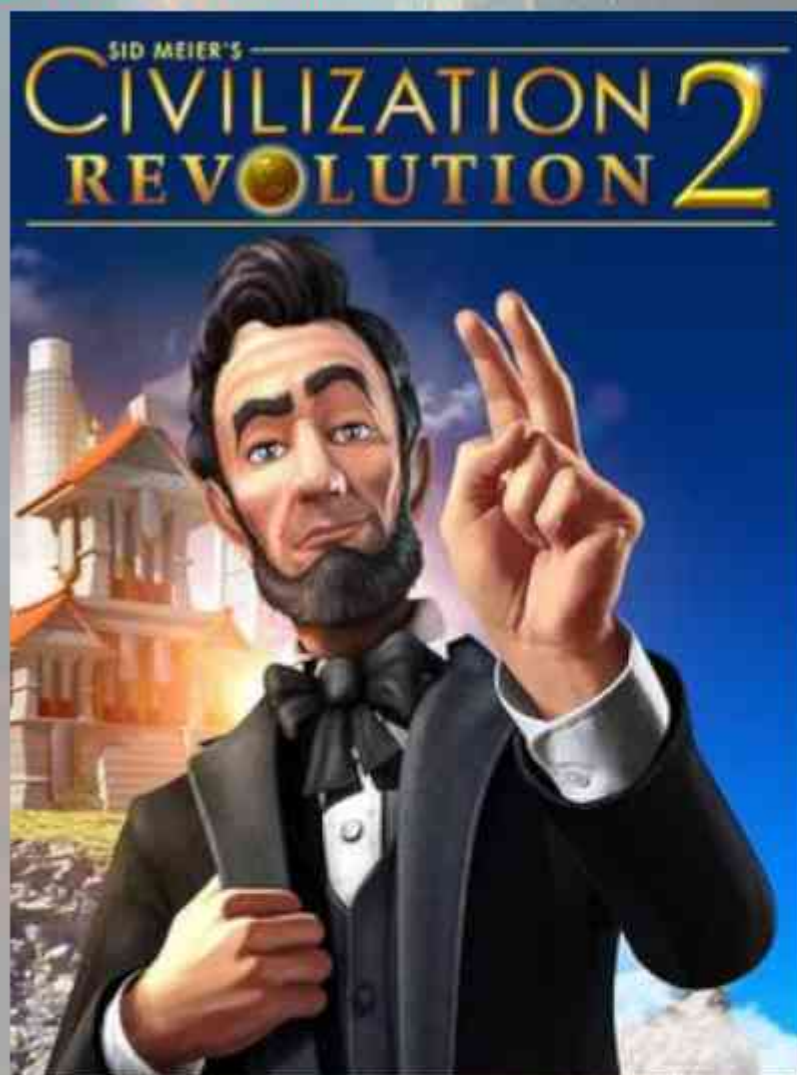


2014 Civilization Revolution 2 Modern Technologies and Wonders:

**It expanded the
late-game tech
tree to include
modern concepts
like lasers,**

**Modern Medicine, and Information
Technology.**

**Players could also construct
contemporary wonders like Silicon
Valley and the Red Cross.**



2014 Civilization Revolution 2

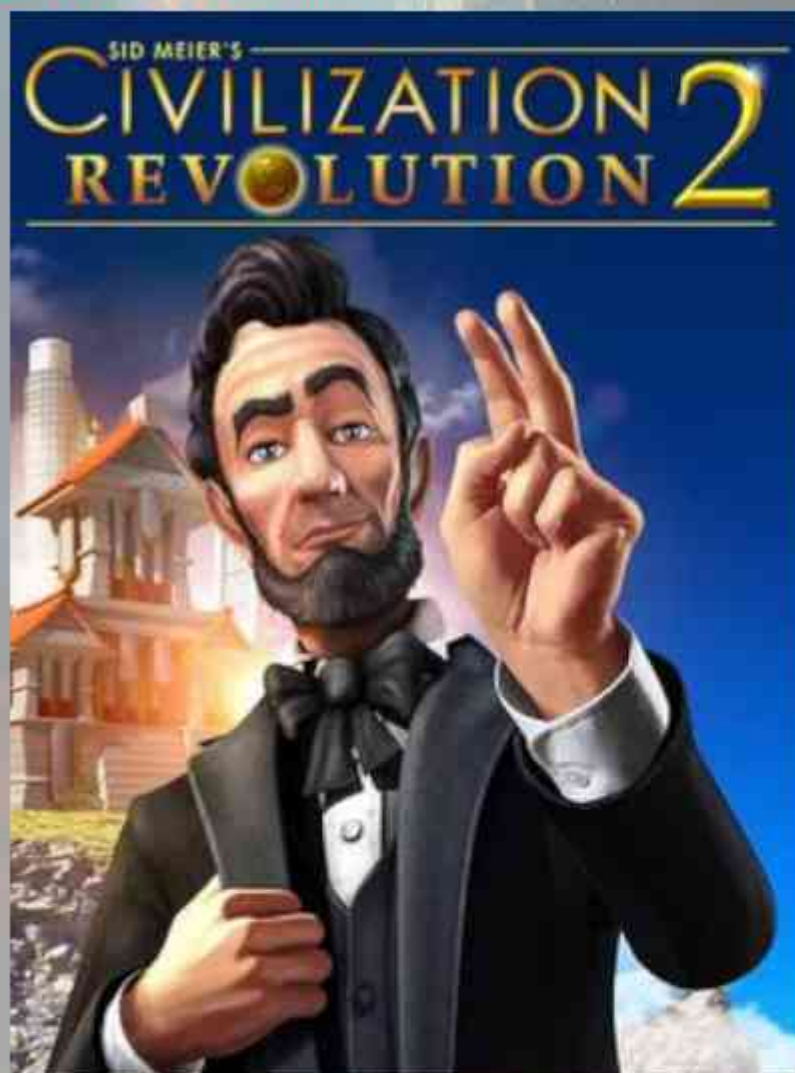
**New Military
Units: Modern
warfare got a
boost with the
introduction of
specialized late-
game options like
Aircraft Carriers,**

Jet fighters, and Special forces.

New Historical leaders:

**While keeping the original 16 leaders
(like Abraham Lincoln and Gandhi), it
introduced Winston Churchill and John F.
Kennedy to the roster.**

Sid Meier's Civilization



2014 Civilization Revolution 2

The Compromises

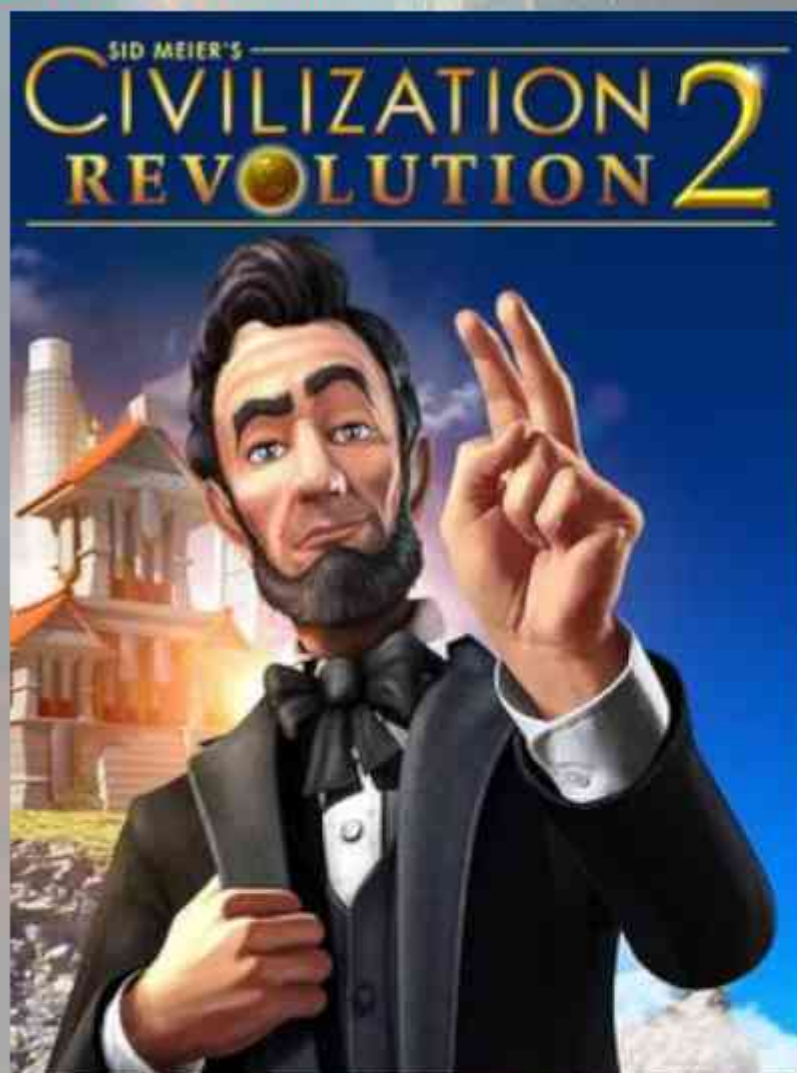
**While it nailed the
buttery-smooth
touchscreen
controls,**

**Civ Rev 2 faced
some push back**

**from long-time strategy enthusiasts due
to what was left out:**

> The Single-Player Vacuum:

**In a move that disappointed many fans
of the first console game.**



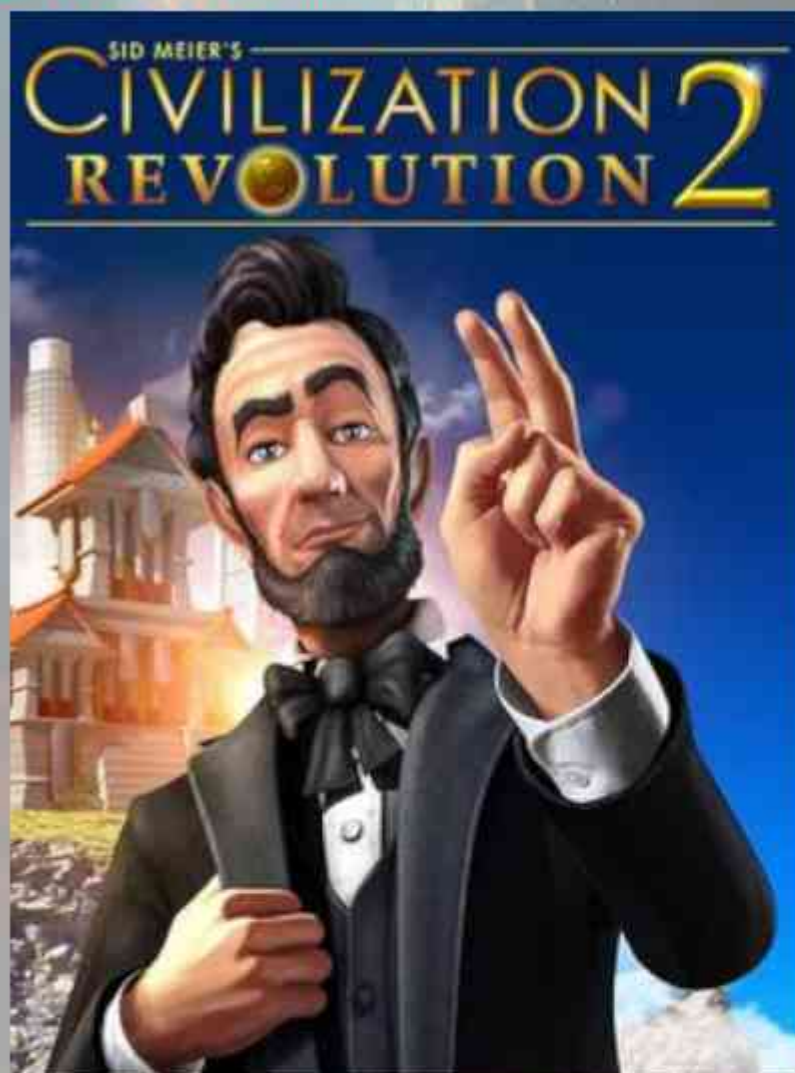
2014 Civilization Revolution 2

**Civ Rev 2
completely
dropped the
multiplayer
component.**

**It was strictly a
single-player
experience.**

**Simplistic Economy: Like the first
Revolution, there were no workers to
manage.**

**Terrain automatically upgraded as you
researched technologies.**



2014 Civilization Revolution 2

**stripping away
the deep spatial
planning found in
the mainline PC
games.**

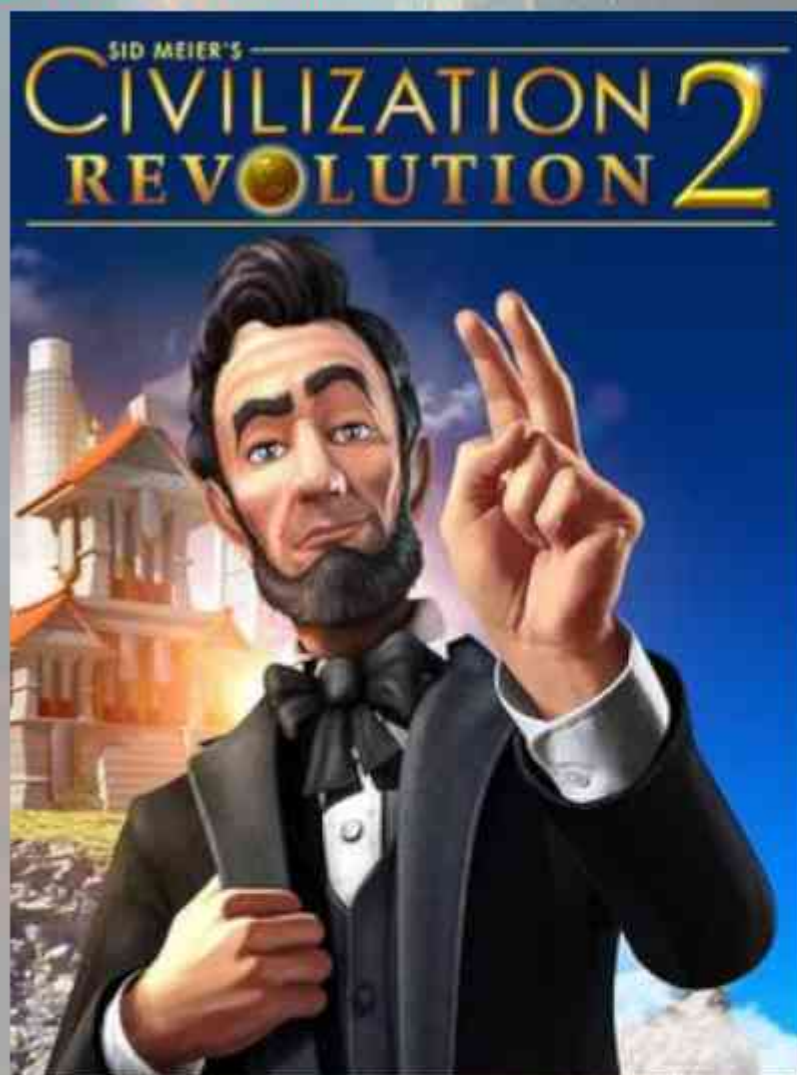
**The "Army"
Stacking
Mandate: To win**

**battles. players had to combine three
identical units into an "Army".**

**However, you couldn't upgrade older
units.**

**If you had a lone primitive Archer left
over from the ancient era.**

Sid Meier's Civilization



2014 Civilization Revolution 2

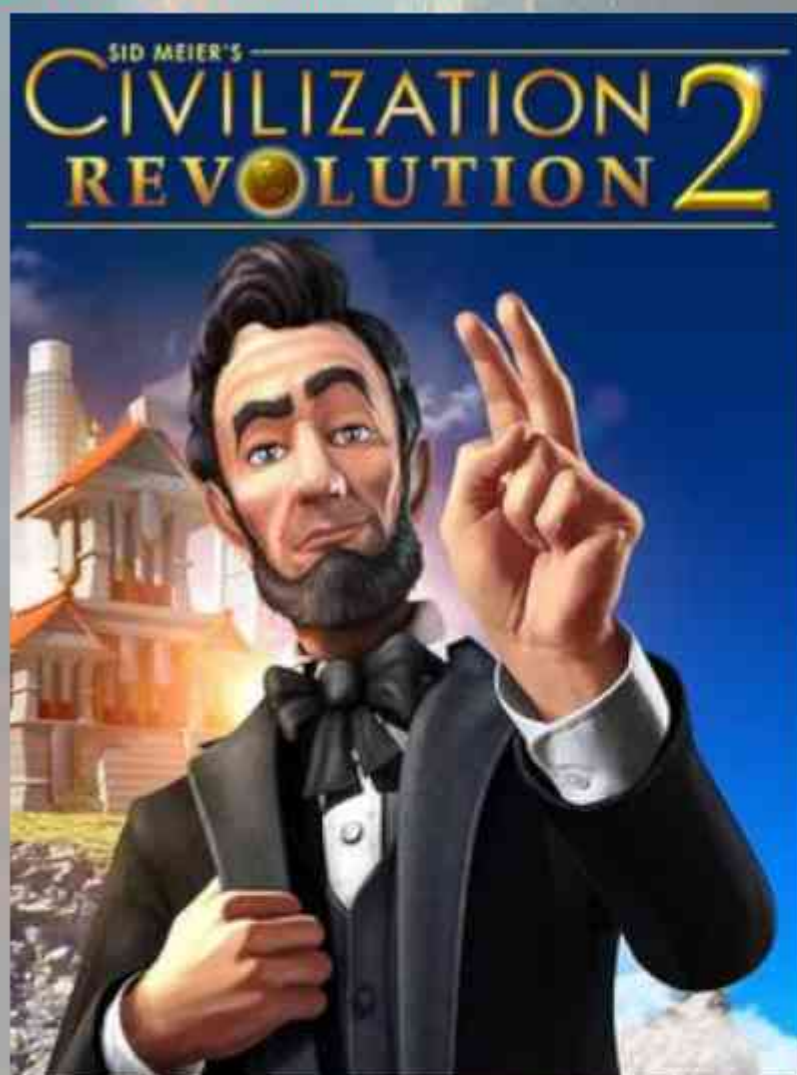
**If you had a lone
primitive Archer
left over from the
ancient era, you
couldn't pay gold
to turn him into a
Rifleman—he
essentially just**

became useless map clutter.

PlayStation Vita: Revolution 2 Plus

**While it started on smartphones, the
game did eventually make its way back
to dedicated gaming hardware.**

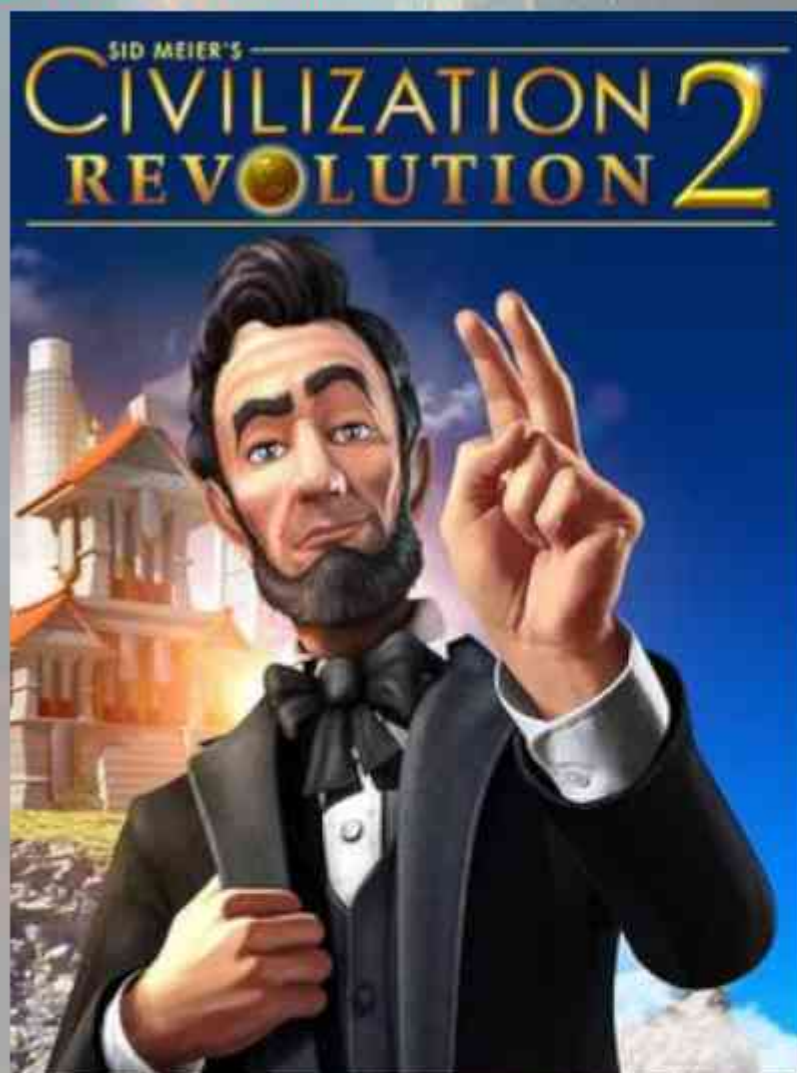
Sid Meier's Civilization



2014 Civilization Revolution 2

**In March 2016,
an expanded
version titled
Civilization
Revolution 2 Plus
was released for
the PlayStation
Vita.**

**This handheld version was popular in the
Japanese market as it introduced region-
exclusive historical scenarios and three
new Japanese leaders: Oda Nobunaga,
Heihachiro Togo, and Himiko.**



2014 Civilization Revolution 2

**Ultimately, Civ
Rev 2 is
remembered as a
bright,**

**highly competent
casual strategy
game.**

It didn't offer the

**multi-layered mechanical depth of
Civilization V, but it was the perfect
distraction for players who wanted to
conquer the world during their morning
train commute.**

PC DVD ROM



2016 Civilization VI

Released in October 2016, Sid Meier's Civilization VI (Civ VI) took the foundational success of Civ V and completely reimagined how empires are built visually and spatially.

Under lead designer Ed Beach, the game's core motto became "un-stacking the cities," dragging structures out of the abstract city center and spreading them across the live map.

Sid Meier's Civilization

PC DVD ROM



2016 Civilization VI

The Core Upgrades

Civ VI

fundamentally shifted the gameplay loop from an automated checklist into a dynamic puzzle

based heavily on geography:

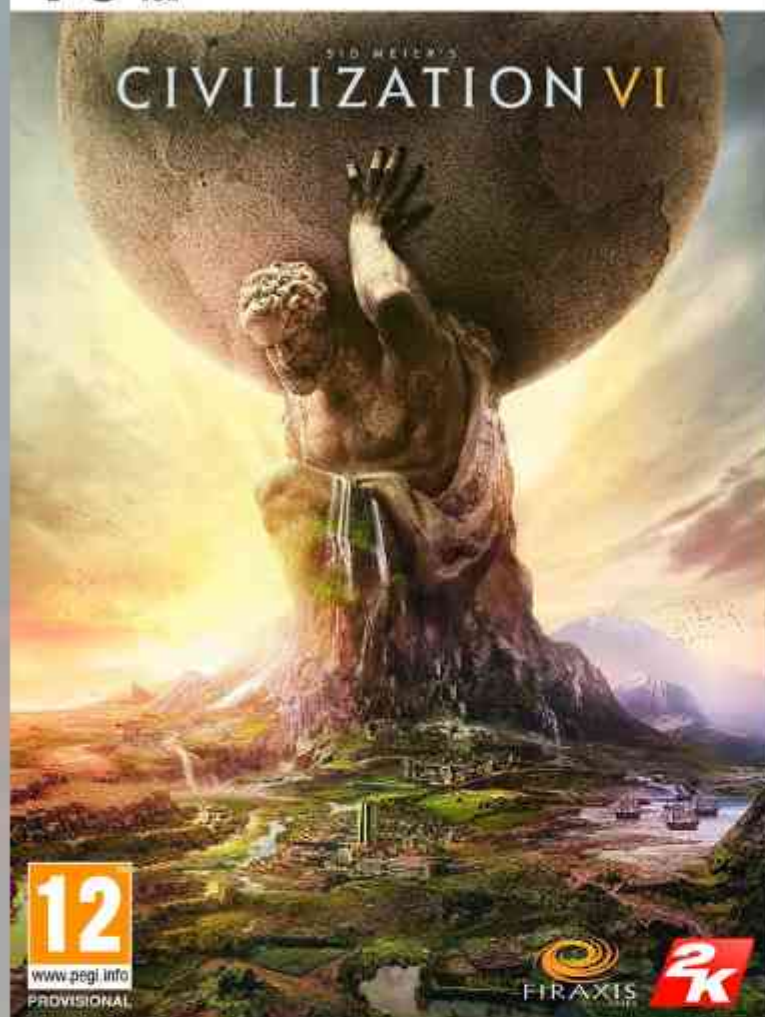
The District System:

You could no longer build every single building inside a single city center hex. Instead, you had to physically carve out separate tiles for dedicated Districts.

Sid Meier's Civilization

PC DVD ROM

2016 Civilization VI



Campuses
(Science) needed
to be next to
mountains or rain
forests. Holy Sites
required natural
wonders or woods,
and Commercial
Hubs thrived next to
rivers.

**This forced players to actively map out
specialized cities based on the actual
terrain.**

**The Civics Tree: Culture was elevated to
have its own progression track, mirroring
the Science tree.**

Sid Meier's Civilization

PC DVD ROM



2016 Civilization VI

This forced players to actively map out specialized cities based on the actual terrain.

The Civics Tree: Culture was elevated to have its own progression

track, mirroring the Science tree.

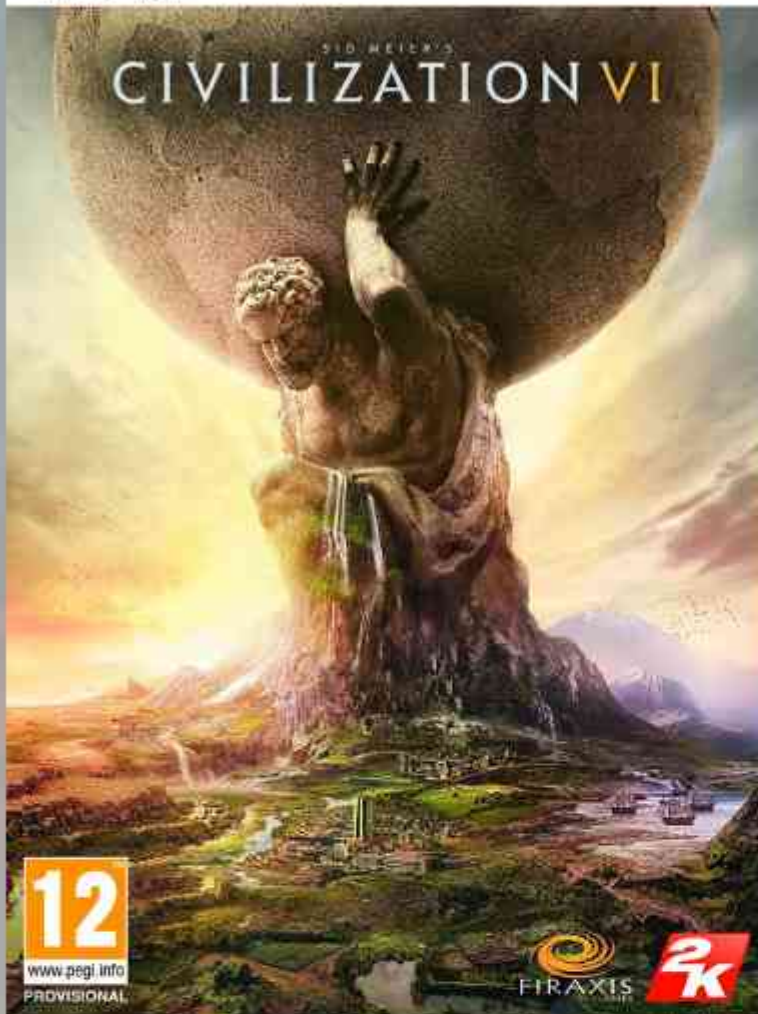
Advancing through culture unlocked "Government Cards" (divided into Military, Economic, Diplomatic, and Wildcard slots) that players could slot in and swap out to instantly fine-tune their empire's policies.

Sid Meier's Civilization

GAMER Sid Meier's Civilization

PC DVD ROM

2016 Civilization VI



Eureka and Inspiration Moments:

**The map actively
influenced your
research speed.**

**Founding a city on
a coast gave you a
massive "Eureka"**

**boost toward sailing technology. while
defeating a barbarian unit boosted
bronze working. making research feel
like an organic
reaction to world
events.**



Sid Meier's Civilization

PC DVD ROM



2016 Civilization VI

AI leader Agendas:

Computer-controlled opponents were given specific historical and randomized personalities. For example.

Cleopatra would always respect empires with large militaries.



while Teddy Roosevelt despised nations that started wars on his home continent.

Sid Meier's Civilization

PC DVD ROM



2016 Civilization VI

**### The Evolution:
Expansions and
Passes While Civ VI
had a fully
complete launch
compared to its
predecessor.**

**its multi-year post-
launch road map**

completely redefined its scope:

**| Era | Major Content Release | Primary
Gameplay Additions |**



Sid Meier's Civilization

PC DVD ROM



2016 Civilization VI

| 2018 | Rise and fall | Introduced loyalty (cities could revolt and flip borders).

Governors to specialize cities, and dynamic Golden/Dark Ages

based on your era score. |

| 2019 | Gathering Storm | Added a fully active Climate System with volcanoes, floods, droughts, climate change, a World Congress, and the late-game Future Era. |

Sid Meier's Civilization

PC DVD ROM

**2016 Civilization VI**

**| 2020-21 | New
Frontier Pass |
Introduced
modular, optional
game modes like
Secret Societies,
Heroes & legends,
and Monopolies &
Corporations. |**

**| 2022-23 | leader Pass | A final content
drop focusing heavily on adding
historical
alternate
personas and new
leaders to existing
civilizations.**



Sid Meier's Civilization

PC DVD ROM



2016 Civilization VI

**> Visual Design
Shift: Civ VI**

**adopted a stylized,
vibrant,**

**board-game-like
artistic aesthetic.**

**While it drew early
criticism from fans
accustomed to Civ**

V's gritty realism.

**the change was highly functional—
allowing players to instantly read
complex district layouts and terrain
bonuses at a single glance.**

Sid Meier's Civilization

PC DVD ROM

2016 Civilization VI

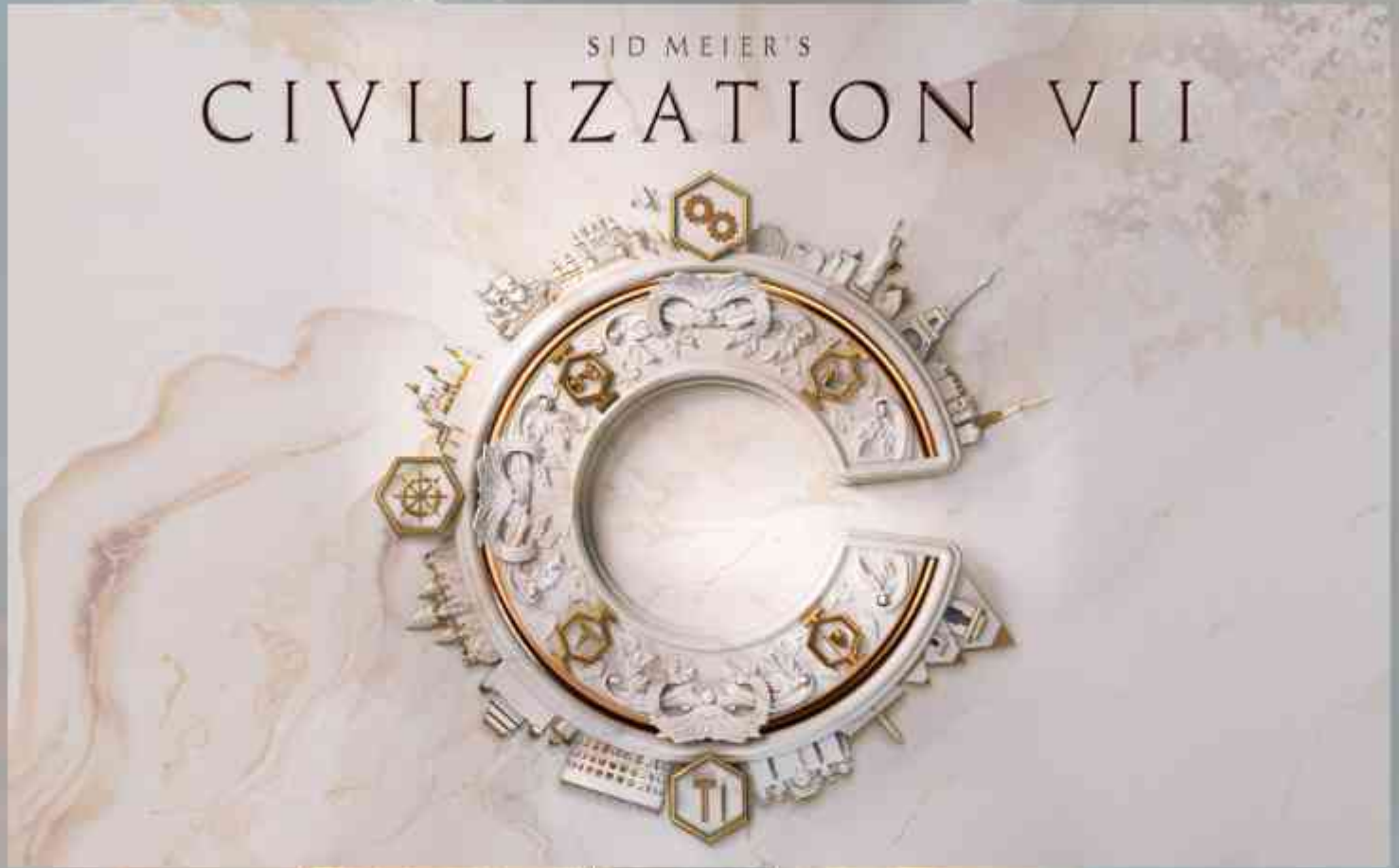


**Thanks to its
unprecedented
depth, massive
civilization roster,
and constant
balance support.
Civ VI set the
benchmark for
modern 4X strategy
games for nearly a decade.**



Sid Meier's Civilization

GAMER Sid Meier's Civilization



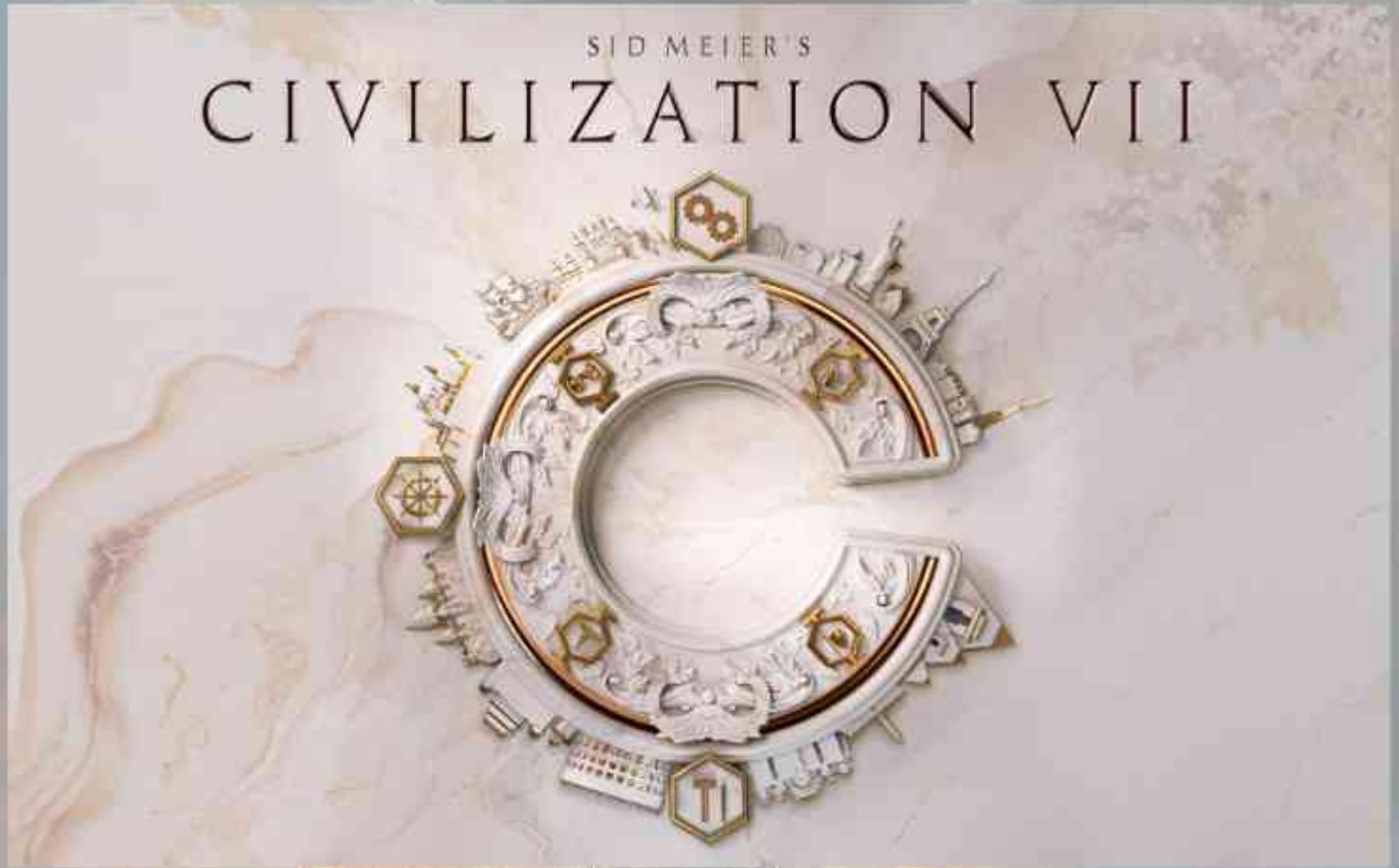
2025 Civilization VII

Released on February 11, 2025. Sid Meier's Civilization VII marks the franchise's most recent major entry.

Built to launch simultaneously across PC, consoles, and handhelds.



Sid Meier's Civilization



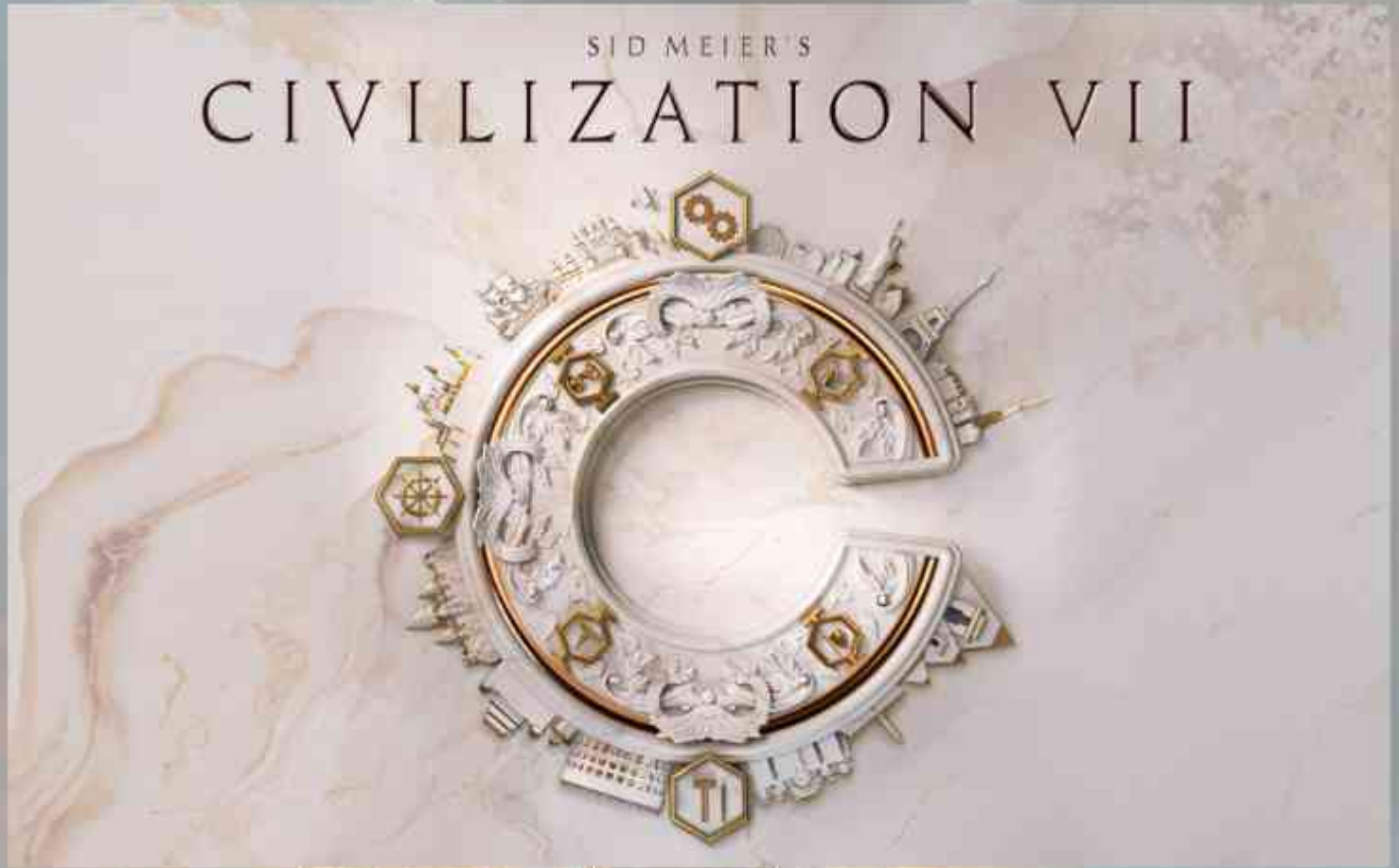
2025 Civilization VII

Civ VII boldly shook up decades of established 4X rules, making it one of the most mechanically distinct—and debated—sequels in the series' history.



Sid Meier's Civilization

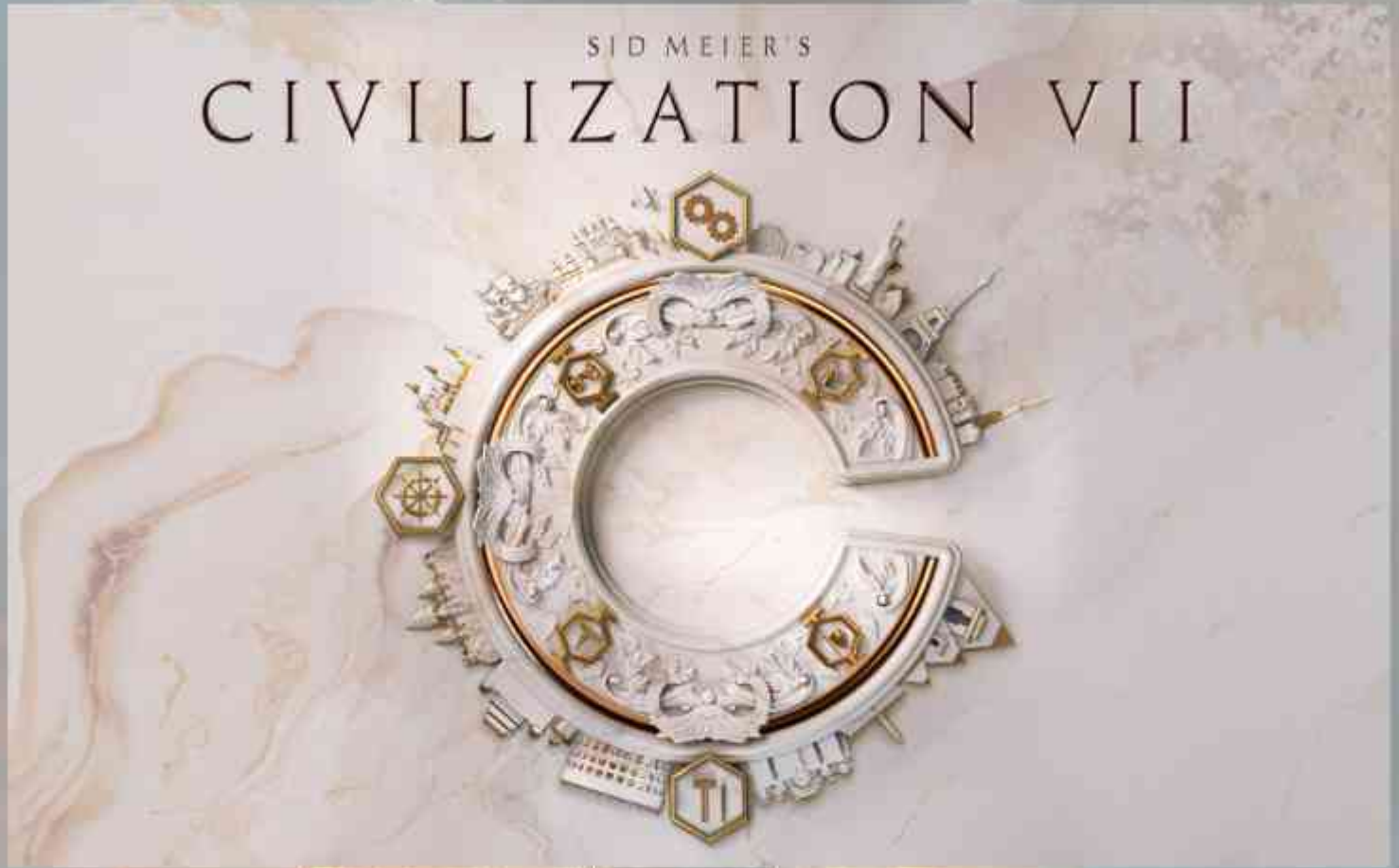
GAMER Sid Meier's Civilization



2025
Civilization VII
**### The Three-
Age Structure**

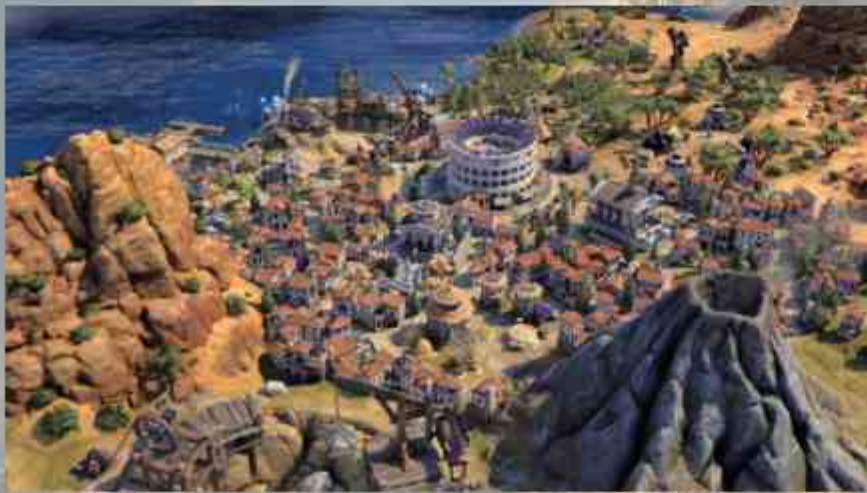
**The most sweeping redesign in *Civ VII*
was dividing each match into three
distinct eras: Antiquity, Exploration, and
Modern.**

Sid Meier's Civilization



2025 Civilization VII

Instead of playing a seamless, linear crawl from 4000 BCE to the future, each age acts almost like its own self-contained game with a hard era transition.



Sid Meier's Civilization

SID MEIER'S CIVILIZATION VII

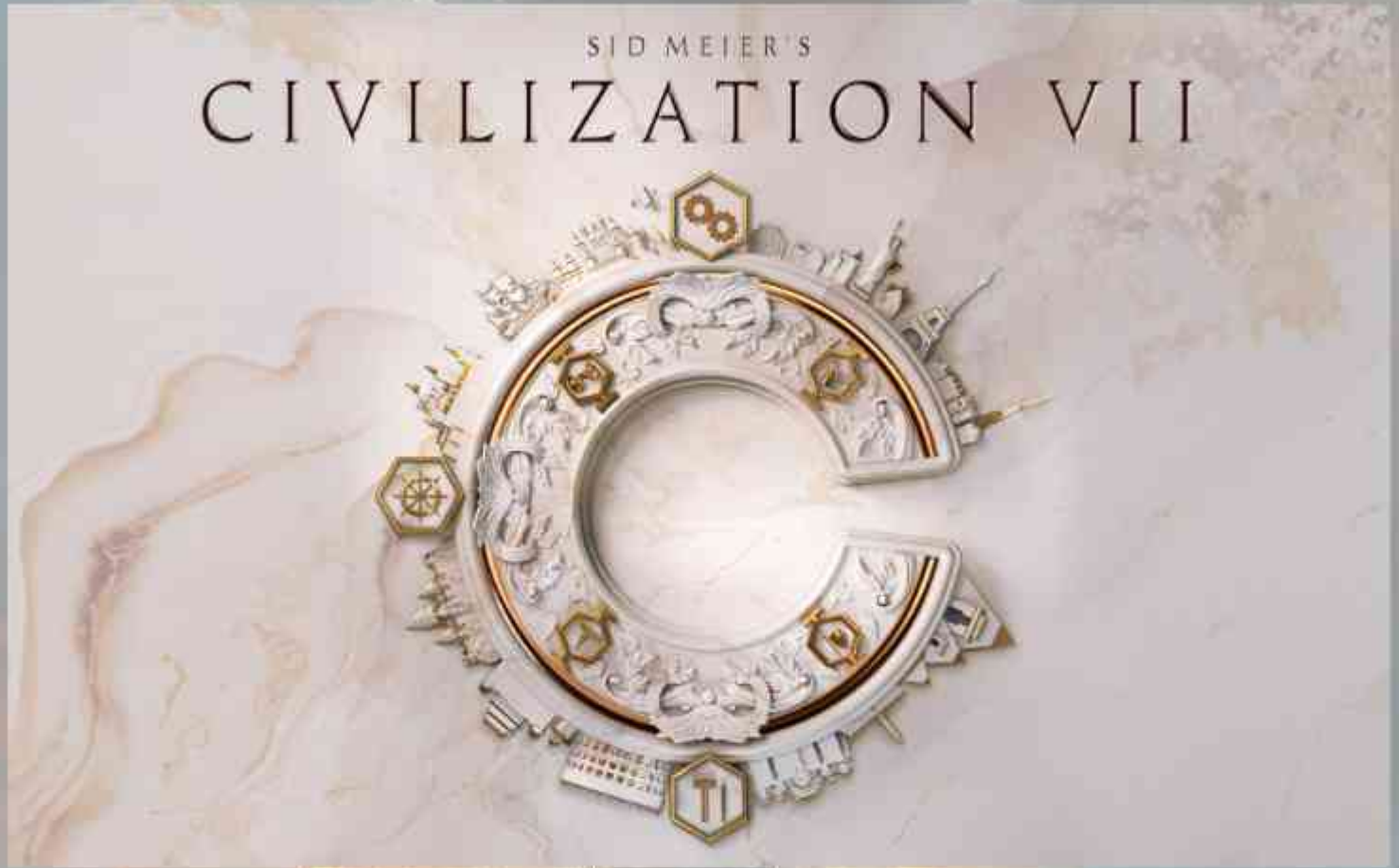


2025 Civilization VII

At the end of an age, players experience a soft reset: your military units retire, your smaller towns revert back to basic settlements, and you unlock a new, era-specific tech tree.



Sid Meier's Civilization

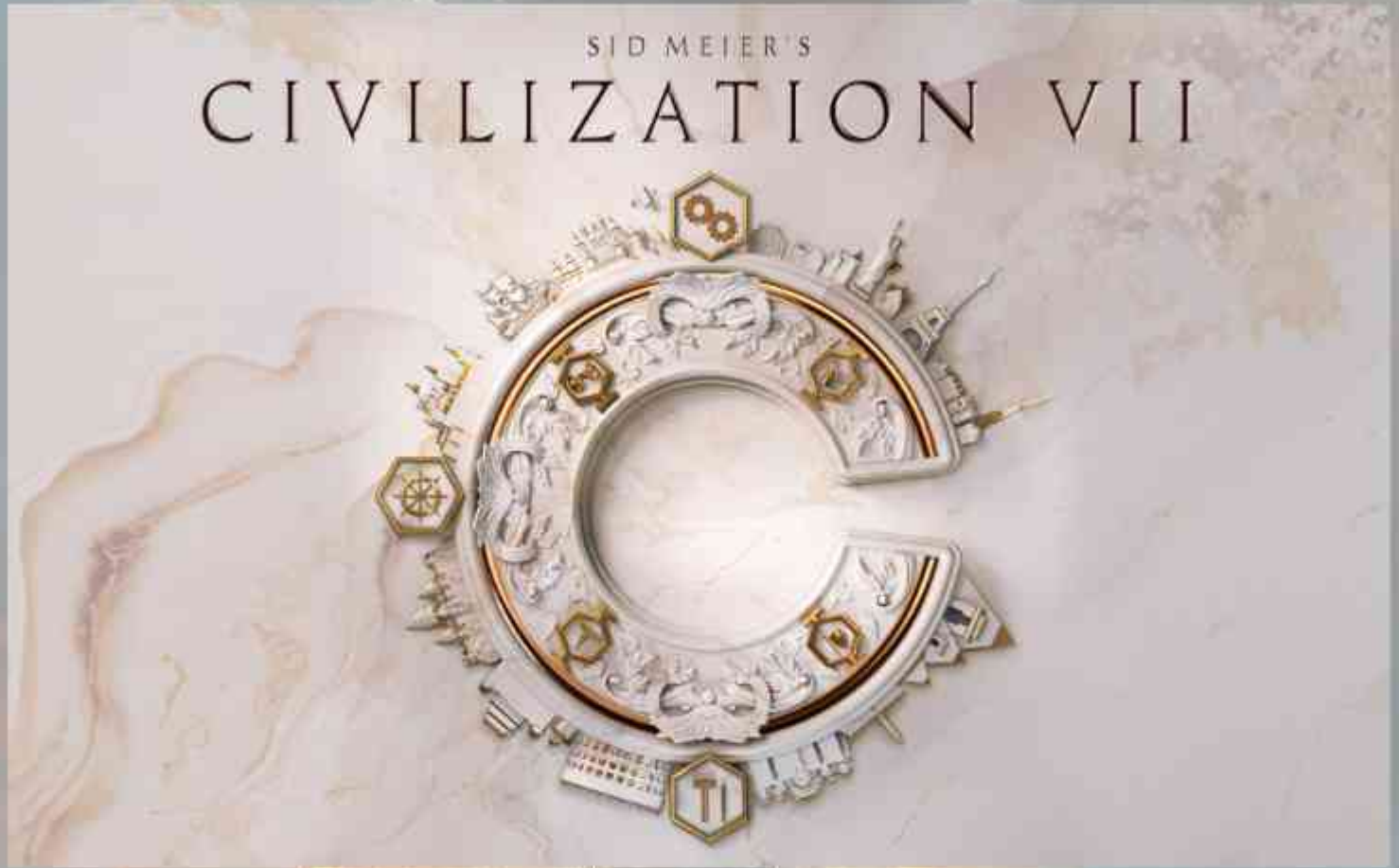


2025 Civilization VII

Changing Civilizations

To mimic the rise and fall of real-world empires, Firaxis introduced a highly controversial feature: the ability to swap your civilization at the turn of a new age.

Sid Meier's Civilization



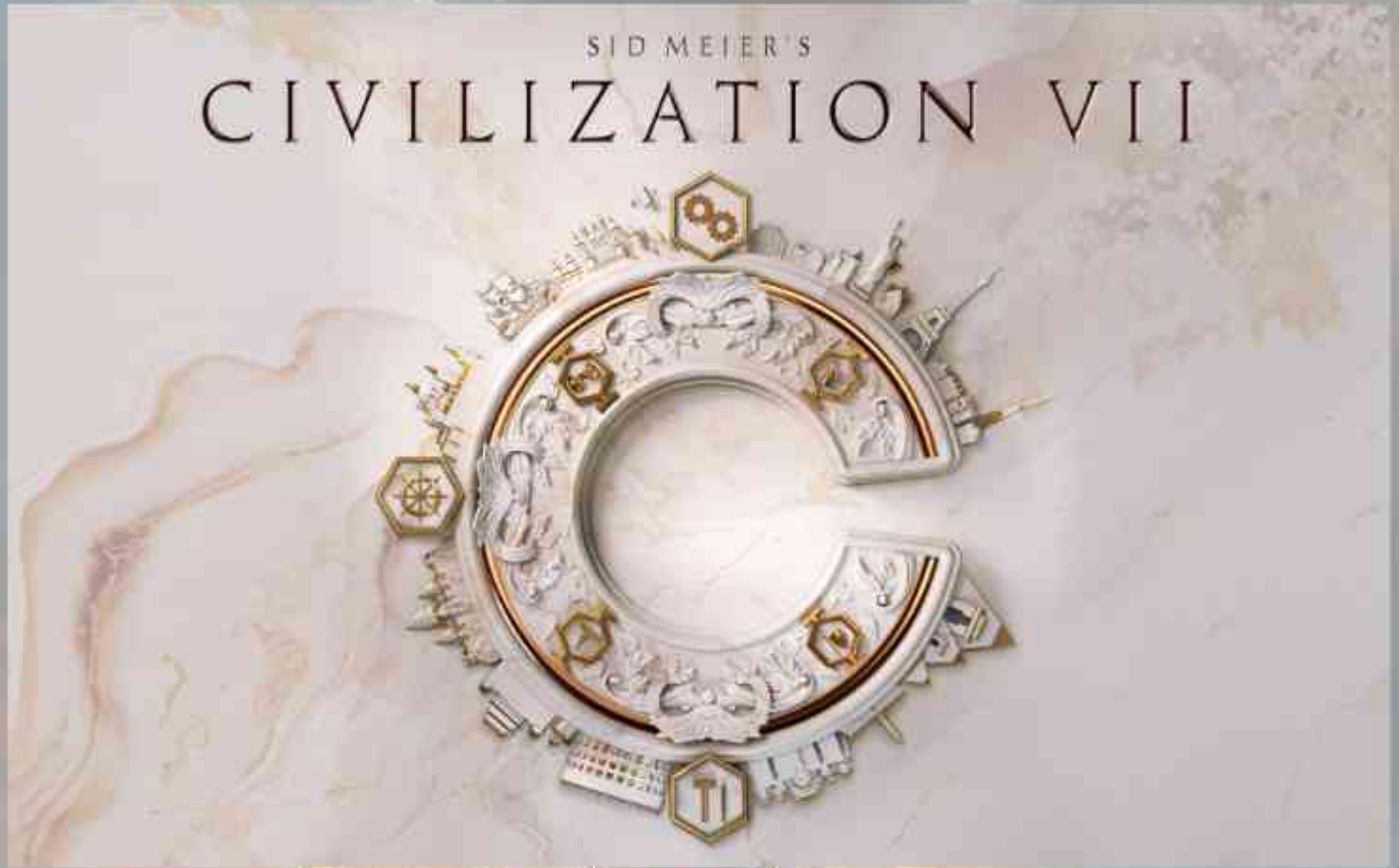
2025 Civilization VII

For example, your empire could start Antiquity as Rome, but transition into Mongolia during the Exploration age based on your historical achievements or local resources.

Furthermore, leaders and Civilizations were completely decoupled.

Sid Meier's Civilization

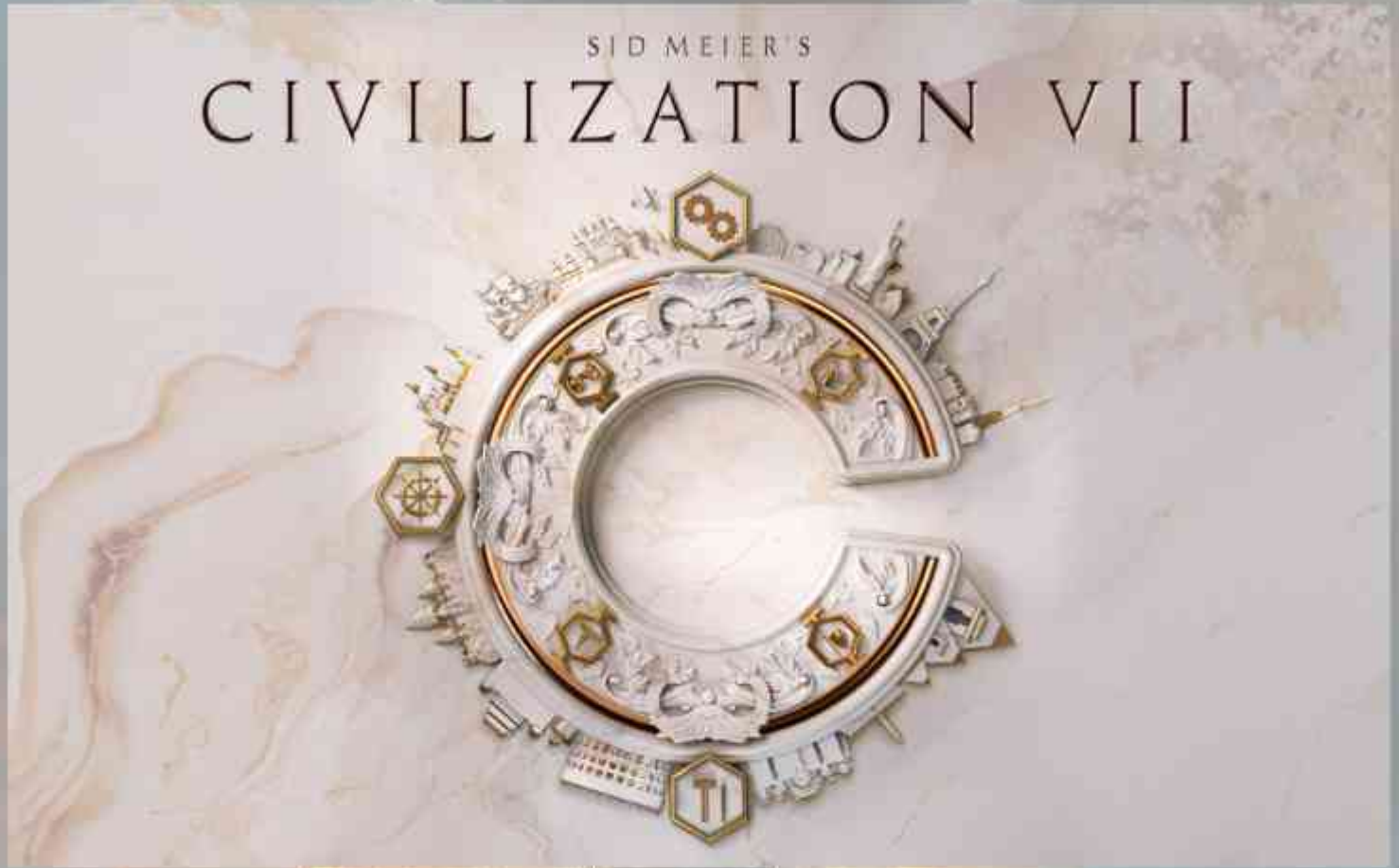
GAMER Sid Meier's Civilization



2025
Civilization VII
You could mix
and match any

historical leader with any faction (e.g.,
leading Ancient Egypt with Benjamin
Franklin). prioritizing strategic synergy
over historical accuracy.

Sid Meier's Civilization



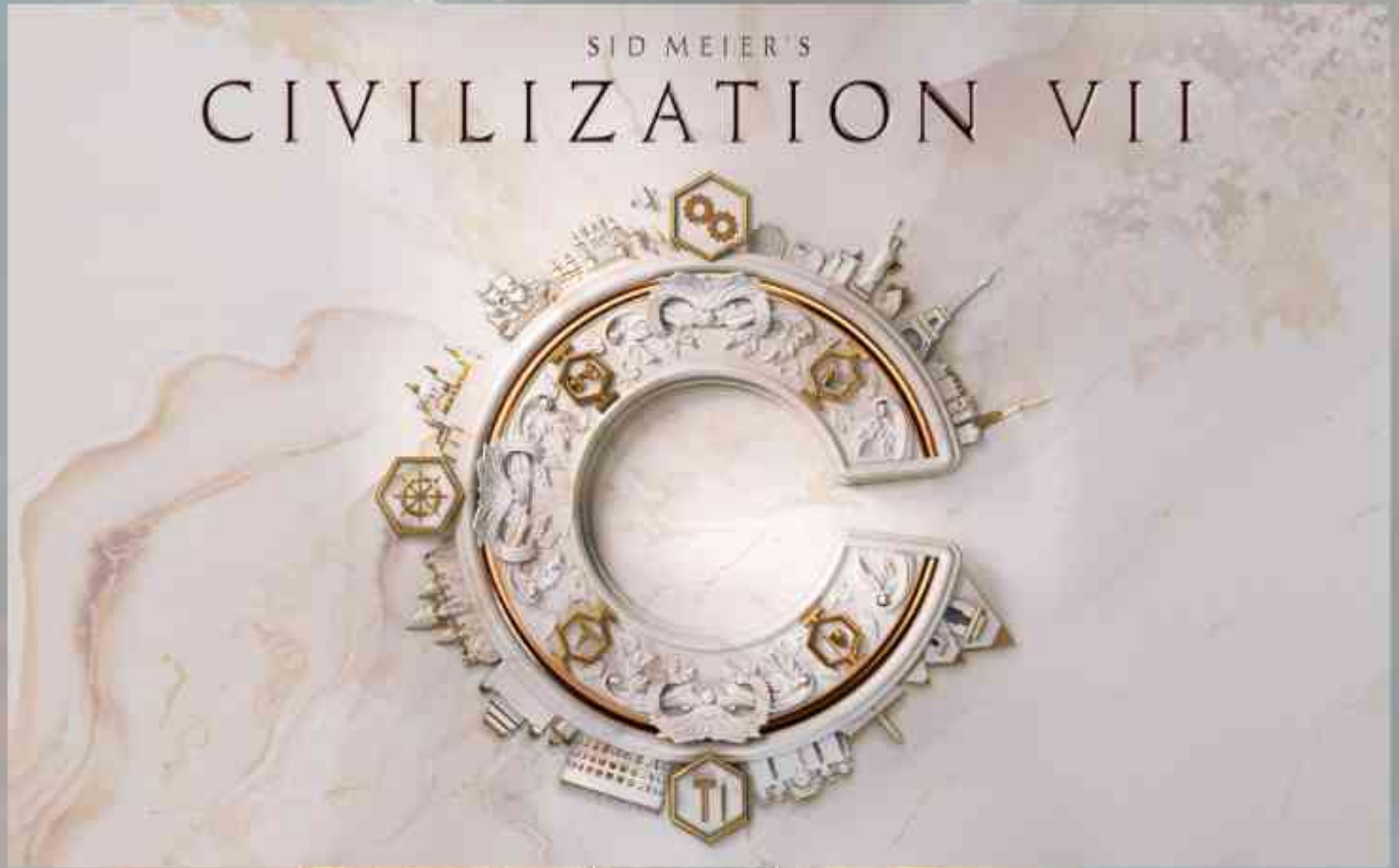
2025 Civilization VII

**### Other Core
Gameplay Tweaks
The Influence
Economy: A brand-**



**new currency called Influence was
introduced specifically to manage
diplomacy and foreign relations.**

Sid Meier's Civilization

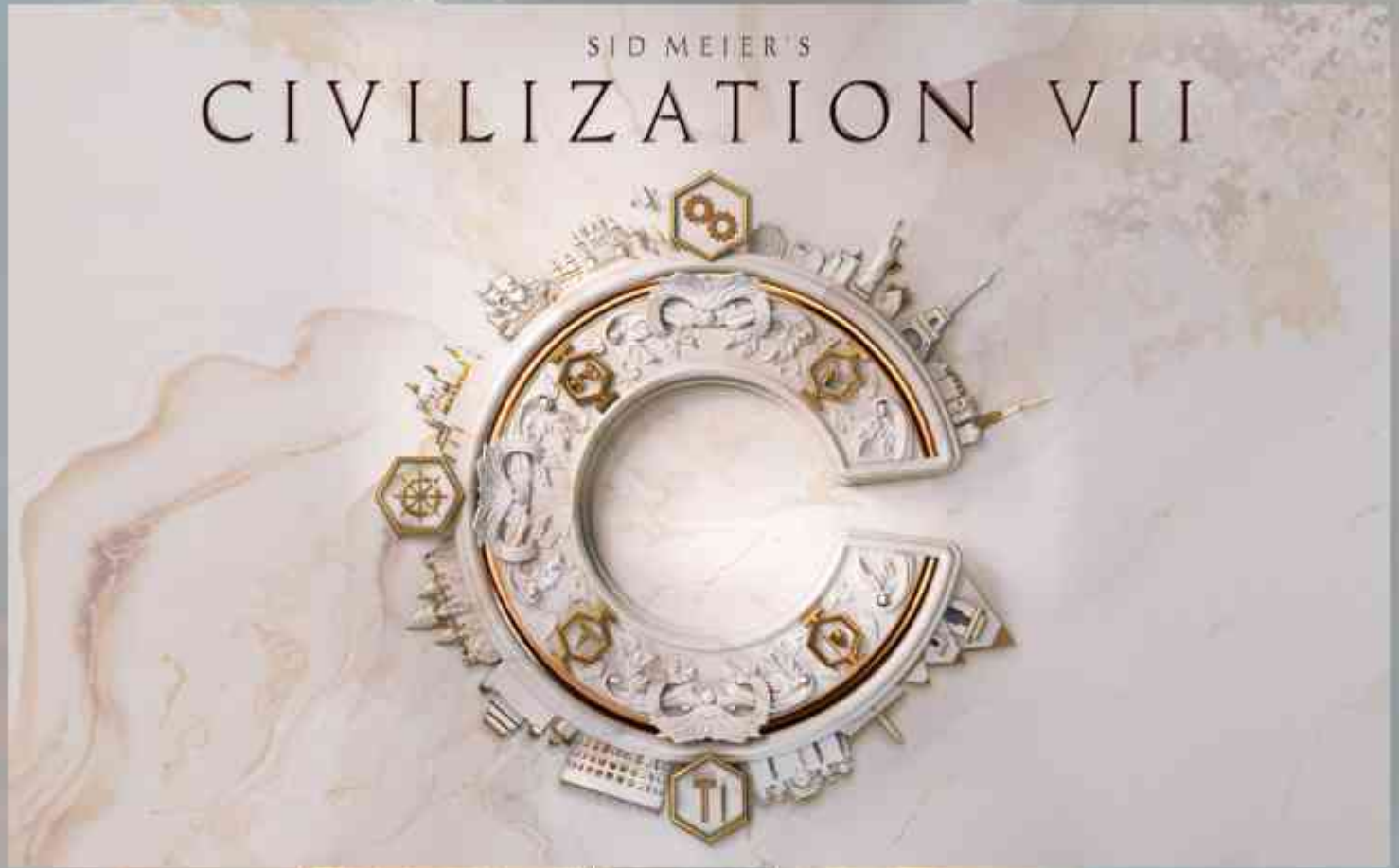


2025 Civilization VII

It completely changed negotiations, giving players a mechanical budget to pressure rivals or buy favor.

Towns vs. Cities: To combat the late-game exhaustion of micro-managing dozens of cities.

Sid Meier's Civilization



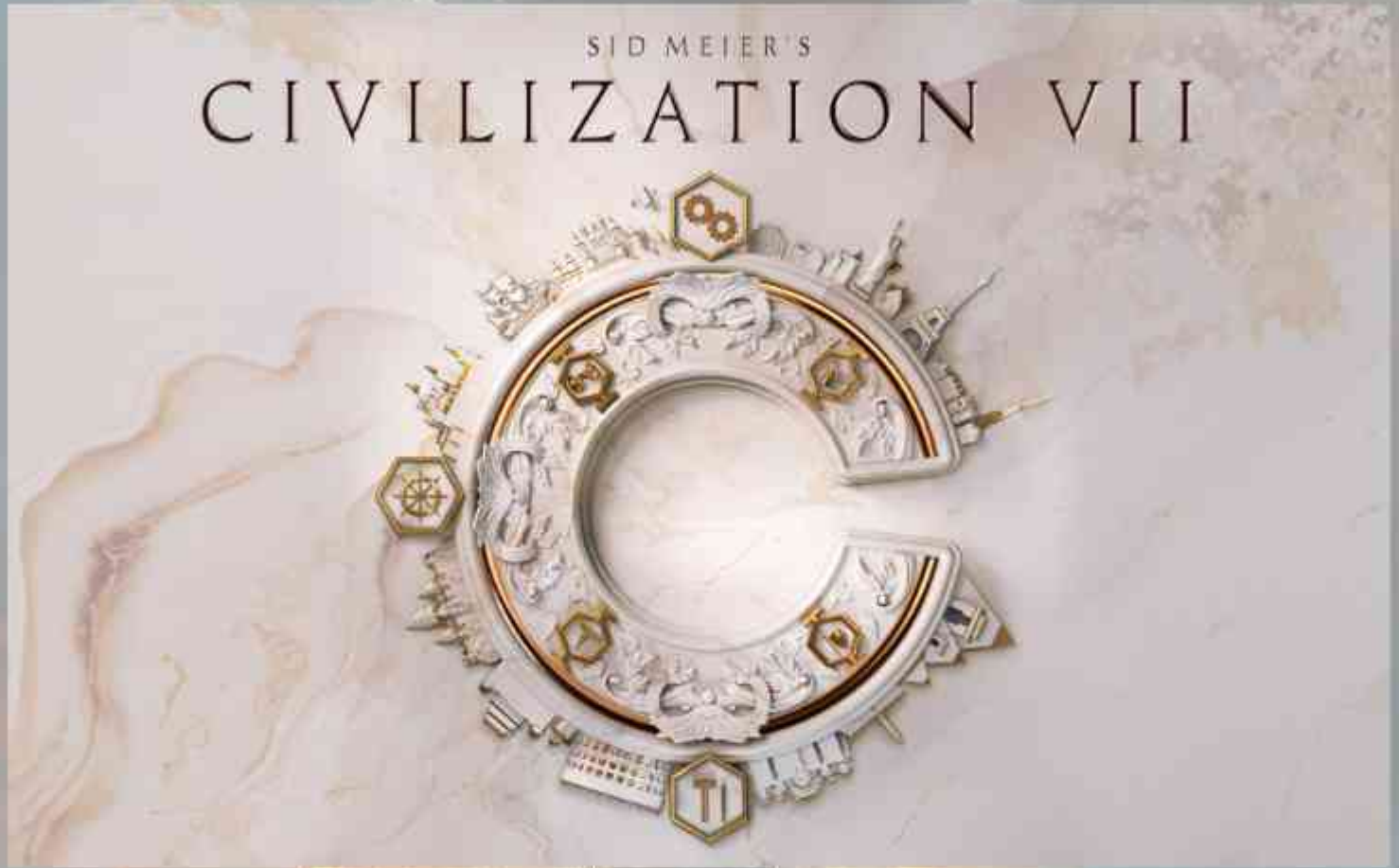
2025 Civilization VII

new settlements start as "Towns" that automatically send money and resources to your capital.

You have to intentionally pay to upgrade a town into a full, district-building city.

Navigable Rivers: for the first time.

Sid Meier's Civilization

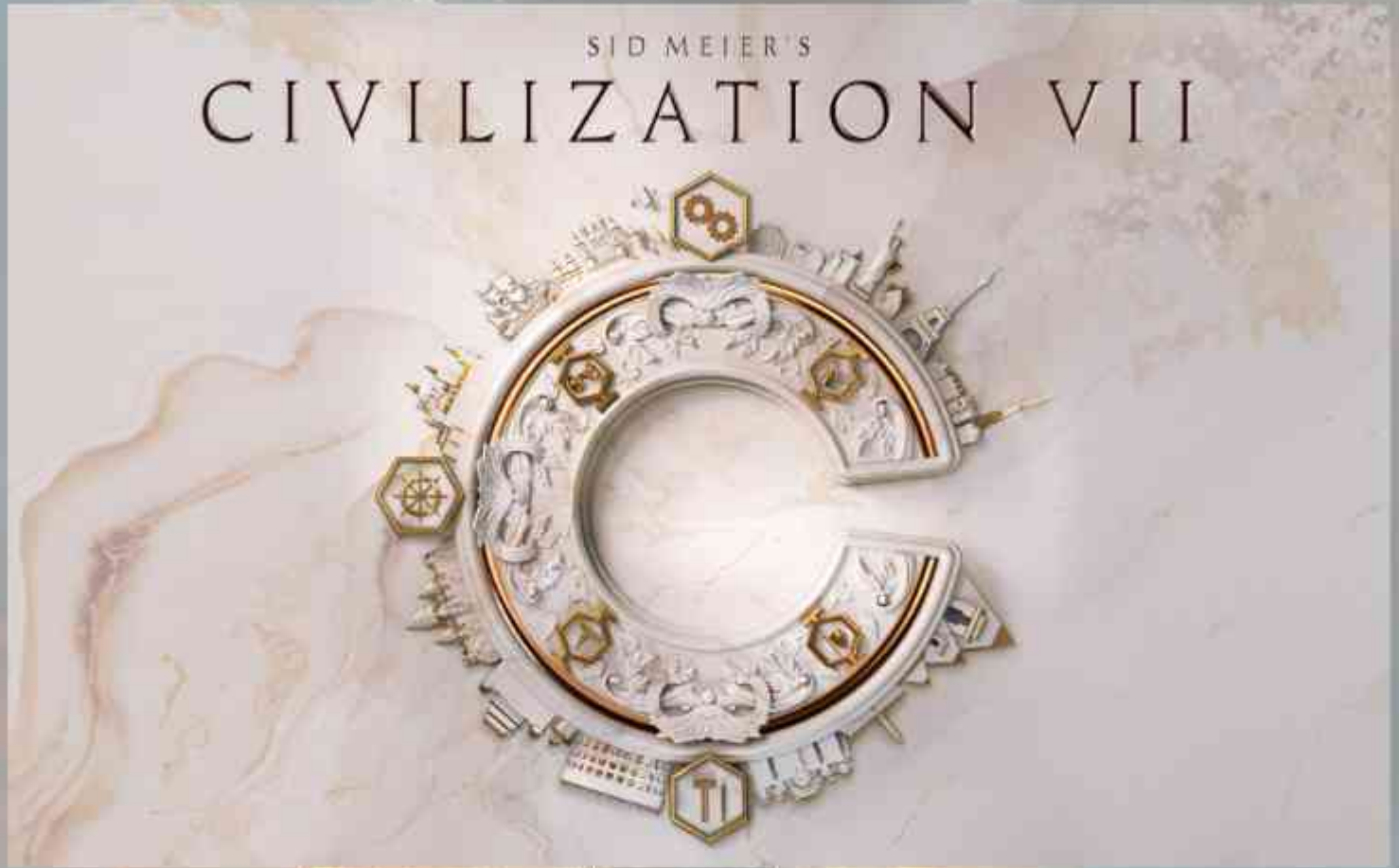


2025 Civilization VII

major rivers are wide enough to act as actual highway channels on the map, allowing combat and trade ships to travel deep into the heart of continents.



Sid Meier's Civilization

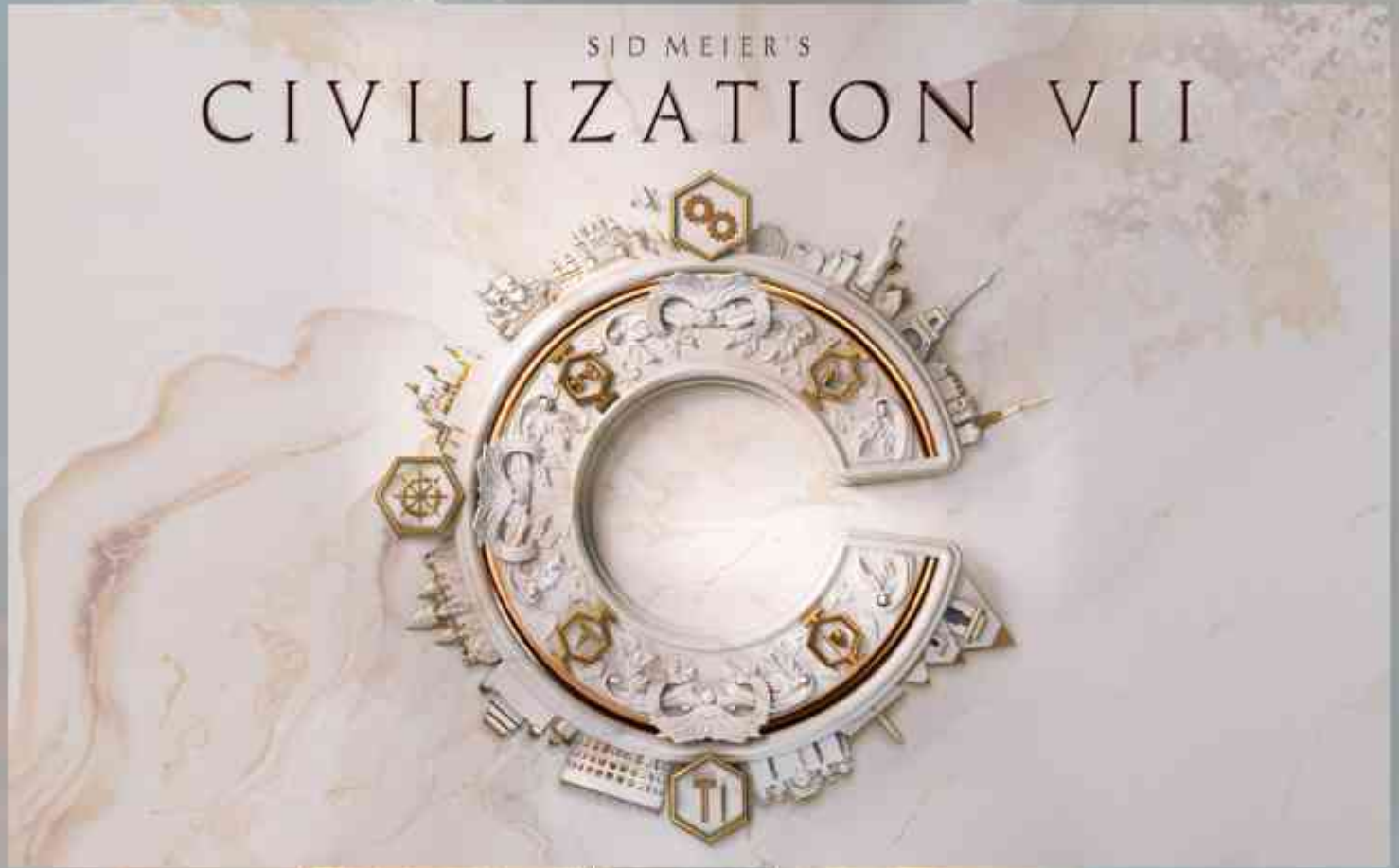


2025 Civilization VII

Reception and the "Test of Time" Overhaul At launch, *Civ VII* received glowing praise for its vibrant presentation, music, and the clever tactical nature of its maps.

However, long-time fans on Steam were heavily critical.

Sid Meier's Civilization

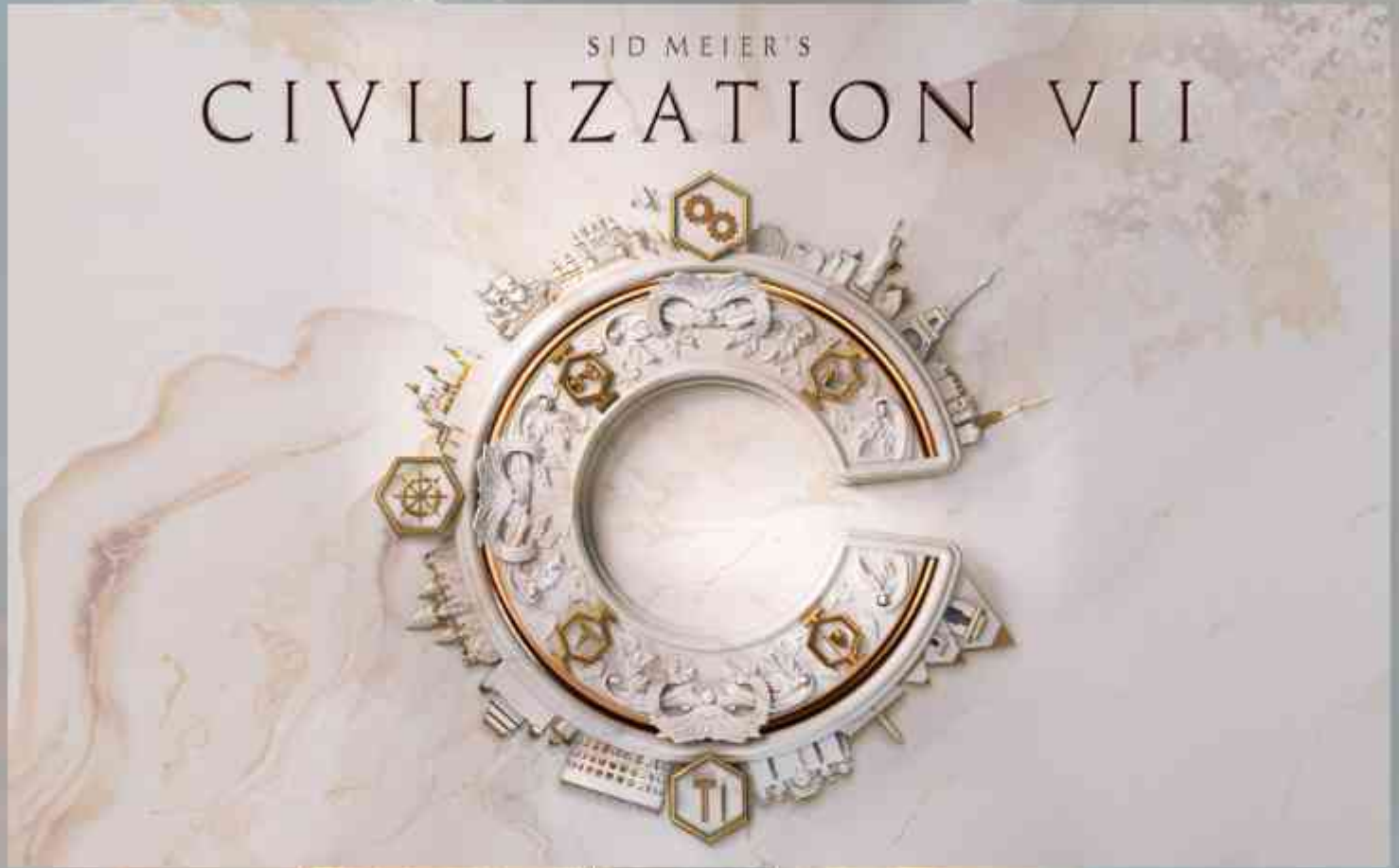


2025 Civilization VII

Hardcore players found the user interface confusing, and many felt that forcing a civilization to suddenly change identities mid-game broke the immersion of building an empire to "stand the test of time".

Sid Meier's Civilization

GAMER Sid Meier's Civilization



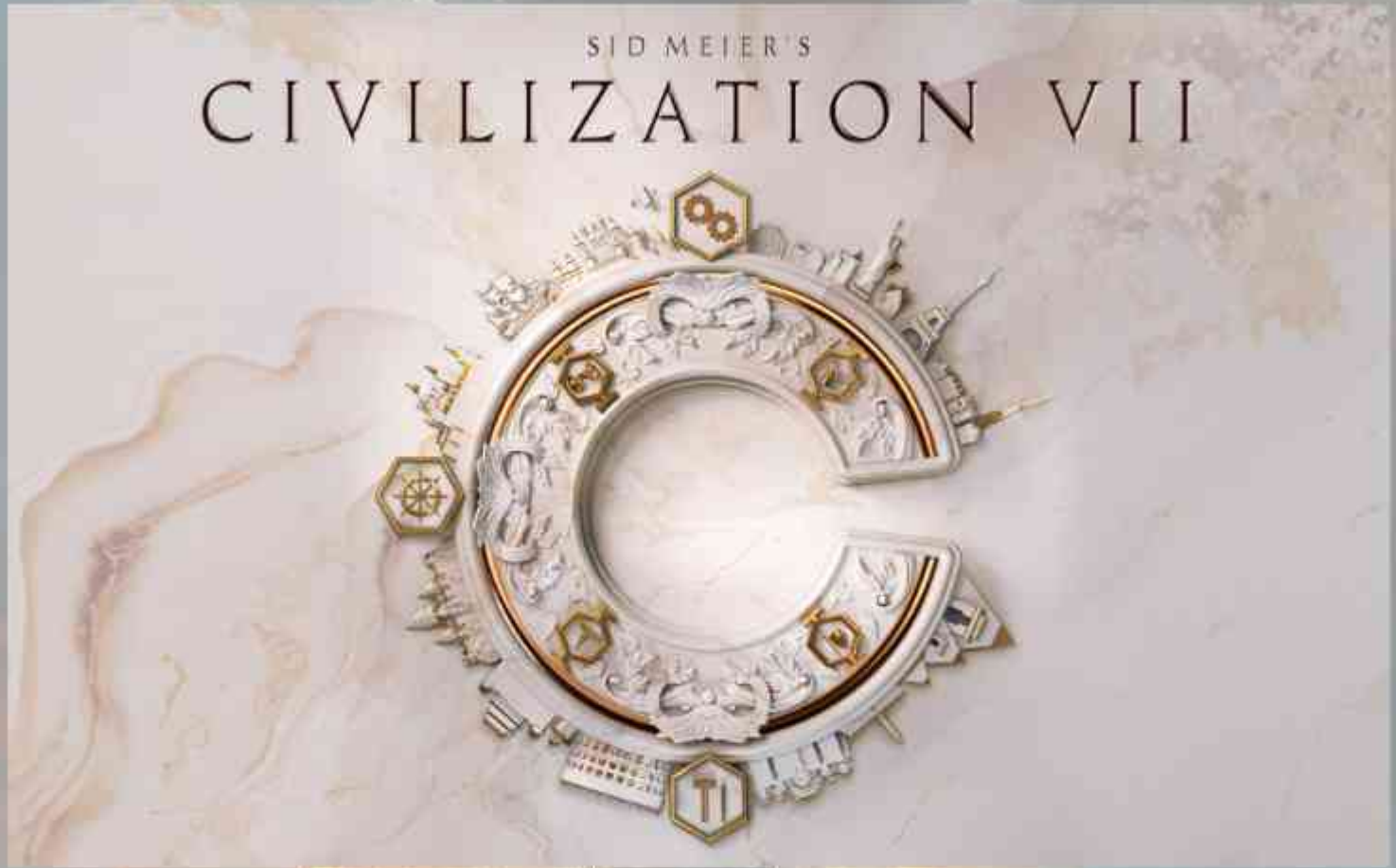
2025 Civilization VII

**Firaxis responded directly to this
backlash.**

**On May 19,
2026, they rolled
out the massive,
free "Test of
Time" Update.**



Sid Meier's Civilization

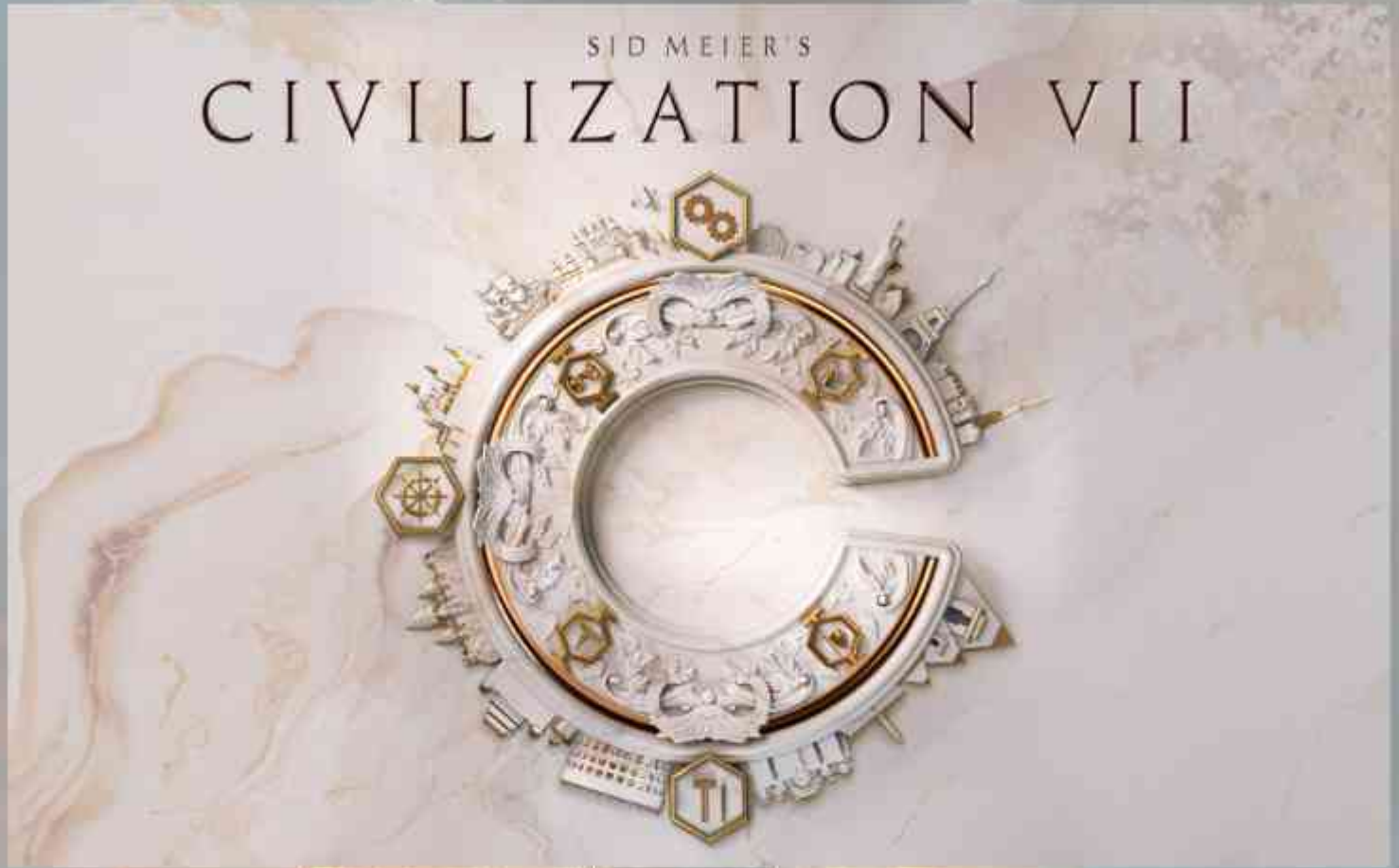


2025 Civilization VII

This major update fundamentally reworked the game by introducing:

Time-Tested Civs: A toggleable mode allowing players to completely bypass the civilization-swapping rule and keep their single chosen faction through all three ages.

Sid Meier's Civilization

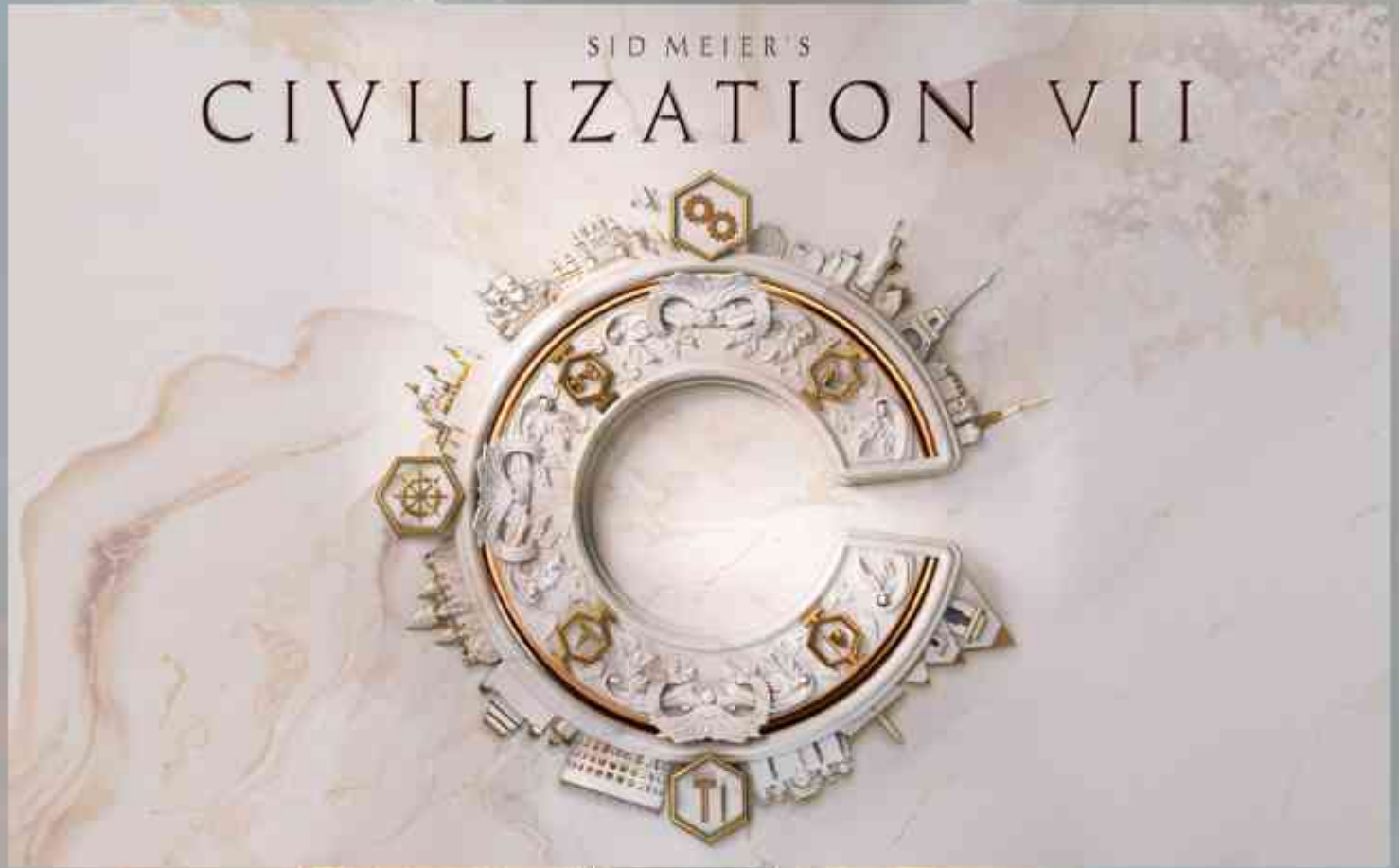


2025 Civilization VII

Syncretism:

A balancing mechanic for players who stick with one civilization, allowing them to adopt unique units or infrastructure from foreign empires passing through their golden eras.

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2025 Civilization VII

Triumphs & Reworked Victories:

A complete replacement of the launch version's restrictive legacy paths, allowing more fluid paths to victory across the different ages.

Sid Meier's Civilization

Get Civilized...

The critics are raving about CIVILIZATION II.

"Simply the best!"

—STRATEGY PLUS—

"Civilization II is a must have!"

—PC GAMES—

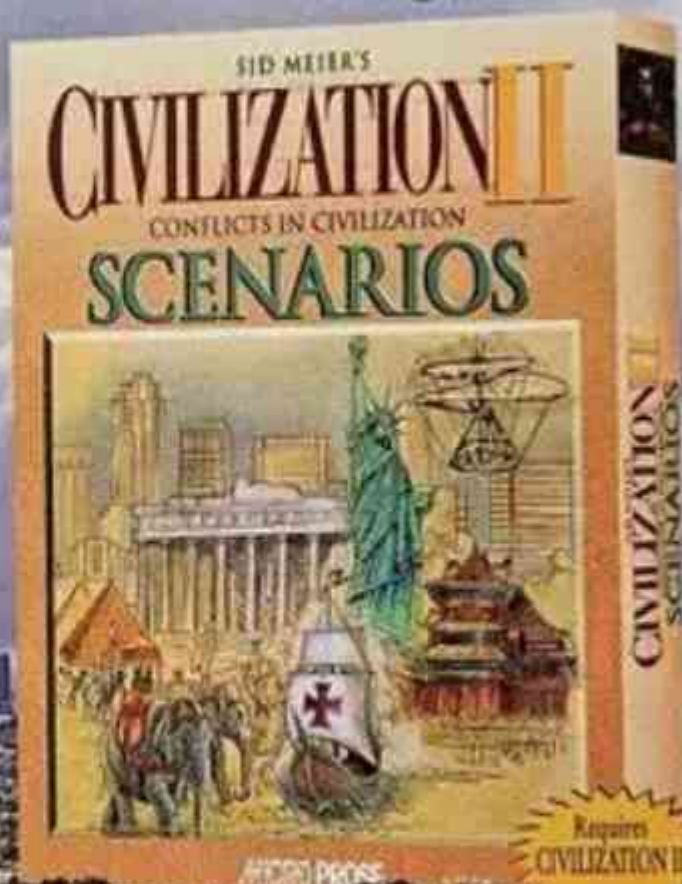
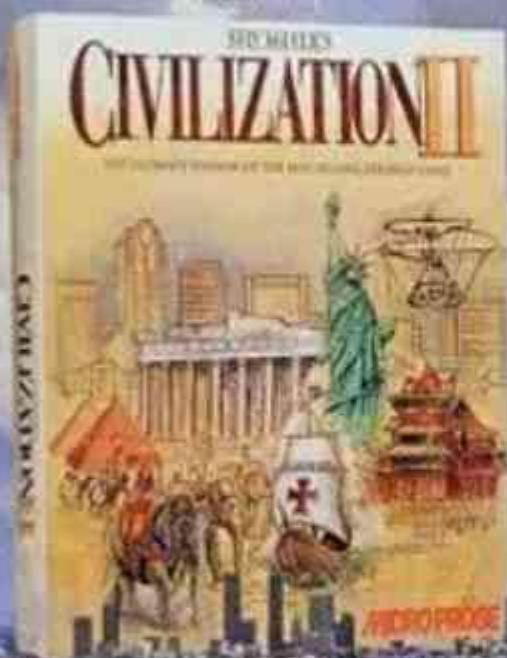
★★★★★

—COMPUTER GAMING WORLD—

Winner—Editor's Choice Award

—PC GAMES—

...Again and Again.



With 27 new challenges from the Crusades to the Civil War, from Alexander the Great to an all-out alien invasion, Sid Meier's Civilization II Scenarios delivers more worlds to conquer and more long nights! Jump right in at whatever point in time you choose!



Visit your local retailer or call 24 hours 1-800-695-GAME (U.S. and Canada). Available for Windows CD-ROM.
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